Forward

Foreword

It's a real pleasure to sit down with a game that demands more out of the player as they progress farther and farther into it. A game that smacks an inexperienced player upside the head with challenges and setbacks until you finally understand what you need to be doing and surpass the obstacles set before you, only to run into another obstacle and surpass it, until you finally reach the end. But then it turns out you only scratched the surface, and everything you learned will be put to the real test the next time you play.

Since its creation, PlatinumGames has repeatedly delivered such titles that challenge players on every level. Its entire catalog of games is filled with some of the most demanding games in the industry today, and it has been a real privilege to sit down with their latest creation and get my rear handed to me until I got it right. The Wonderful 101 is Platinum doing what it has done best for years. They have crafted an amazing action game that revels in being an action game. It is unashamed to be what it is, and expects you to keep up with it.

This guide will teach you all of the basics and how they are best employed against the enemy. It will show you where all the hidden items are, and it will tell you what to expect and how to comprehensively defeat the Guild of Evil Aliens Terrorizing Humans with Jiggawatt bombs, Energy beams, Ray guns, and Killer lasers (GEATHJERK). So long as you keep justice and peace in your hearts, the Jerks will never succeed. After all, "The impossible is possible when you're Wonderful, baby!"

—Alexander Musa

(Wonder-Strategy Guide Author)

And on Another Day Like That One Day 20 Years Ago...

The galaxy is a big place. Every star in it represents an opportunity for life to perhaps find a way to evolve, become a civilization, rise and fall, or reach for the stars to expand their influence. In a relatively short period of time, the humans of Earth have managed to become the dominant species of our insignificant blue marble, and BLAH BLAH BLAH BLAH.

GEATHJERK (Guild of Evil Aliens Terrorizing Humans with Jiggawatt bombs, Energy beams, Ray guns, and Killer lasers) appeared in the skies over our world at some point in our happy, ignorant future. The results were devastating. Humanity spent years getting its hiney kicked up and down the battlefield, and kicked up once more for good measure. It was a time of sacrifice. It was a time for heroes. Somehow, the Jerks were beaten back, but as we all know in life, a minor setback like losing a war that you really should have won (seriously guys, come on) is not enough to keep a good and persistent Jerk down. Twenty years ago, the GEATHJERK returned, and thus began Earth Defense War 2.

This time, humanity was ready. An army consisting of every nation on the globe had been formed. The CENTINELS organization was established, and through the brilliant inventions of Professor Shirogane, they created a new breed of soldier, 100 to be exact, who would go on to be the greatest heroes the world had ever seen. They would be known as the Wonderful One-Double-Oh. Living among the populace anonymously, when the call went out, the Wonderful Ones responded. After great sacrifice, humanity once again triumphed. But even this is not enough to stop the GEATHJERK Federation. And so, 20 years after their second surprise defeat, the alien invaders appear once again in the skies over our cities, and once again the Wonderful Ones are our only hope.

What Is The Wonderful 101?

The Wonderful 101 is an action game that isn't quite like other games within the same genre. But it does share many traits of games that have come from the PlatinumGames stable. People who have played other character action games, particularly from Platinum, will feel right at home.

Placing you in control of a large group of superheroes, your job is to guide them through the various Operations to save the planet from GEATHJERK, bolstering your numbers with recruited civilians or with other Wonderful Ones from around the world. Using their fellow teammates as "building blocks," every Wonderful One is capable of using the awesome Unite Morph ability to create massive and powerful weapons to dole out the punishment to the invading GEATHJERK forces.

As you play through the game, you will unlock new abilities and be able to purchase enhancements between missions with the points you earn based on your performance. The better you do, the more points you earn and the faster you can purchase all the upgrades. Additionally, every Operation in the game has several ranked battles that contribute to your final score for the whole Operation, which can further increase how many points you earn for upgrades.

In that sense, The Wonderful 101 is a game that wants you to keep getting better at it. Every difficulty level is designed to have you take your knowledge and skills into the next difficulty setting. The primary difference between the various difficulties is that the higher you go, the fewer mistakes you can make before you end up on the continue screen.

Starting Out: What Difficulty Is Right for You?

When you first load up the game, there are three difficulty settings available to you: Very Easy, Easy, and Normal. If you beat the game on Normal, you unlock the Hard difficulty, and should you manage to defeat the GEATHJERK on Hard, 101% Hard waits to crush your hopes for a better future, and possibly your confidence in your own skills.

Very Easy and Easy

Enemies do less damage to you by a large degree on these settings, which can give people who are just trying to enjoy the story a chance to play through the game with comparatively little stress. You can make plenty of mistakes, and enemy health levels are lower. This is actually an excellent difficulty to practice on, as outside of enemy stats, every rated battle has the same sets of enemies as those that appear on the Normal difficulty setting. These settings are great for people who want to bone up on their skills before challenging Normal mode. Note that you cannot fully complete all of the missions in the game by playing on Very Easy and Easy. The Kahkoo-regah secret missions can only be challenged on Normal, Hard, and 101% Hard.

Normal

The standard difficulty for the game, and one of the difficulties this guide focuses on. Normal uses all of the same sets of enemies for all of the rated battles that the Easy and Very Easy settings do. However, the price for every mistake is ramped up significantly, and the enemies will require more effort to defeat. Normal will reinforce the importance of evading or blocking enemy attacks while keeping up your own offensive, which makes it the perfect primer for Hard mode. Additionally, you can take the time to purchase all of the abilities and find all of the hidden items on this difficulty (or the easier settings if you prefer), which will allow you to concentrate entirely on the combat in later difficulty modes and will not affect your time ratings on the scoring system.

Hard

On this setting, the enemies do significantly more damage while also enjoying a considerable increase in their health totals. However, the biggest change comes in the form of altering the sets of enemies you'll face in the vast majority of the ranked battles throughout every Operation. As early as the Prologue, you'll encounter enemies and variants of enemies typically introduced later in the story. Some encounters that previously felt like a cakewalk are now close-quarters nightmares. Hard mode is a test to see if you were paying attention in class on earlier settings.

101% Hard

The greatest challenge offered in the game, 101% Hard uses the same enemy sets that Hard mode does but further increases how much damage they can sustain while still reducing just how much you can take. The biggest change, however, is the removal of the time-dilation effect while inputting commands for your Unite Morph special attacks. This means that the game will be running at full speed unless you use special customizations that slow down time, making going on the offensive a much more frantic affair.

Basic Game Flow

The game has 11 separate Operations (including the Prologue and Epilogue). Within each of these Operations are missions that are graded based on three factors: time, combo, and damage taken. The 9 main Operations of the game are divided into multiple parts, the last of which is the boss battle. In between Operation sections, you're given a chance to visit the Wonderful Mart to buy upgrades to your team's abilities.

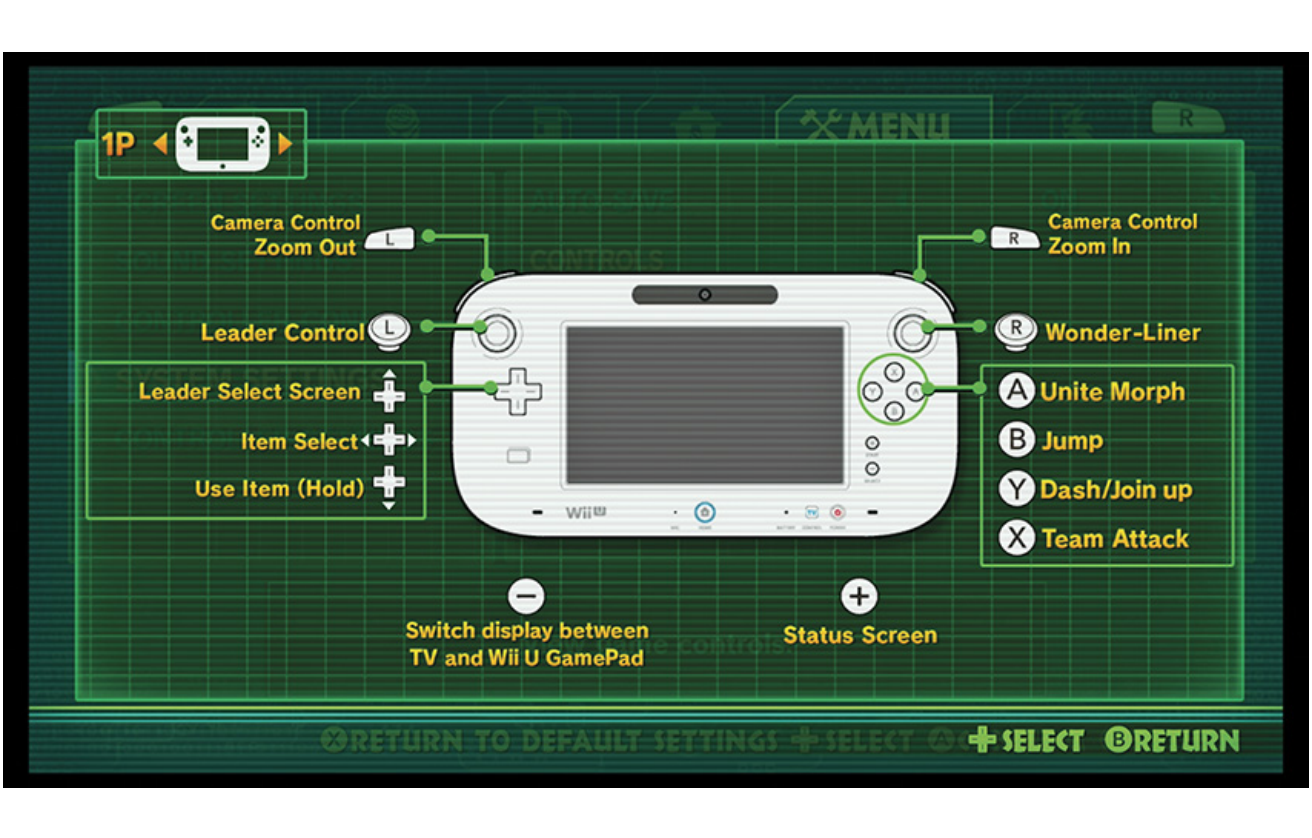
Ideally on your first playthrough of the game on Normal Mode, you will complete all the missions (including the secret Kahkoo-regah missions), find all of the heroes hidden throughout the levels, and grab all of the hidden collectibles. You're probably not going to get the Pure Platinum ranking your first time through. This is okay! Save it for your later run-throughs of the game.

After you finish the game at least once and have filled out the roster for all of the Wonderful Ones in the game that are not unlocked by completing certain Bottlecap Collection achievements, you can start focusing on obtaining the Pure Platinum ranks on the Normal difficulty, or you can move onto the more challenging Hard mode. Additionally, once you have played through all the hidden Kahkoo-regah secret missions on the Normal difficulty, you will unlock Operation 101, which is a thorough test of your skills acquired over the course of the game.

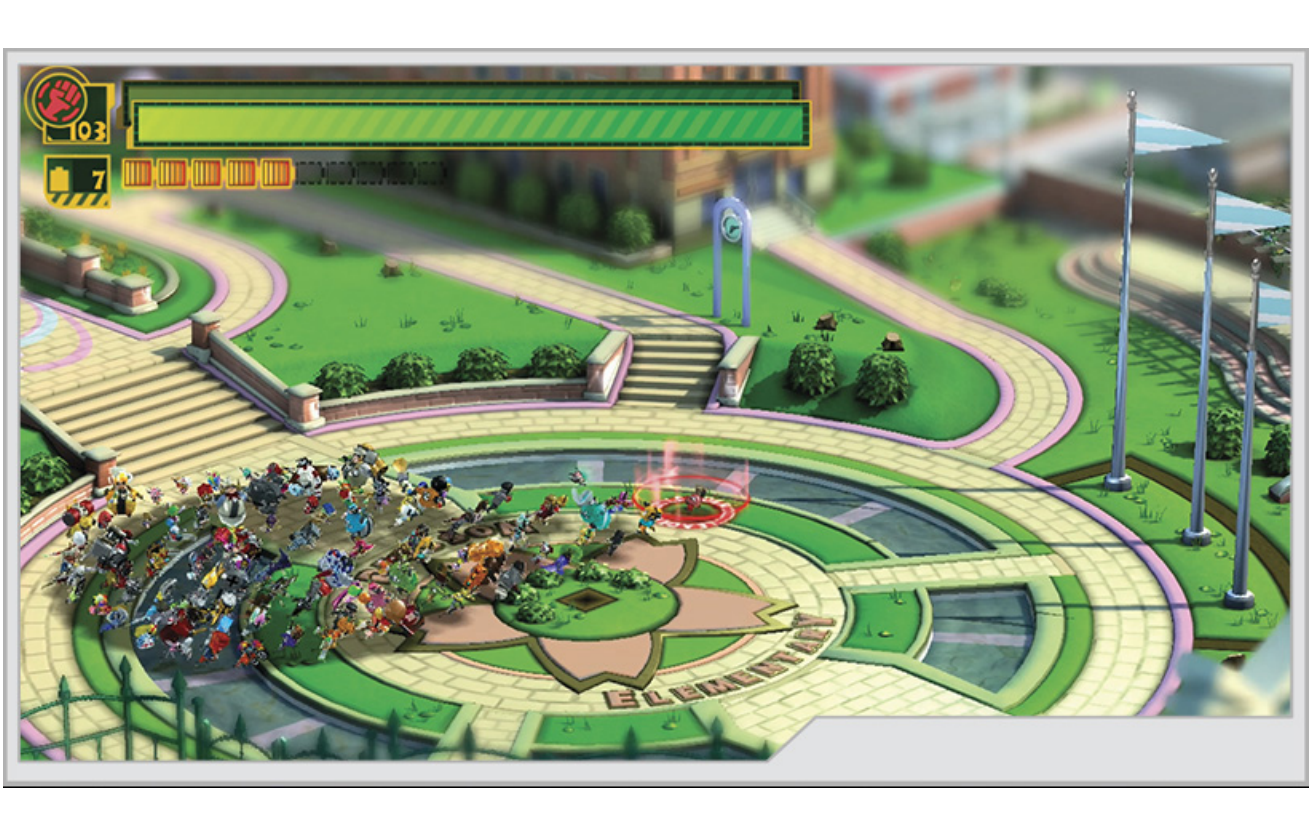
After completing Hard mode, 101% Hard Mode becomes available for you to challenge. This is the game at its peak difficulty, demanding players be at their best if they want to score the highest rank possible on every mission.

CENTINELS Basic Training Manual

To surpass the greatest challenges The Wonderful 101 has to offer, you have to know what you're capable of at all times so that with practice you can respond correctly to any given situation. The basic controls are described after the diagram below. The Wonderful 101 uses the Wii U GamePad as its primary interface, but the game can be played with the Wii U Pro Controller, which is also a necessity for additional players to enjoy the multiplayer missions. The following controls are the default settings; however, there are options in-game to change the control settings.

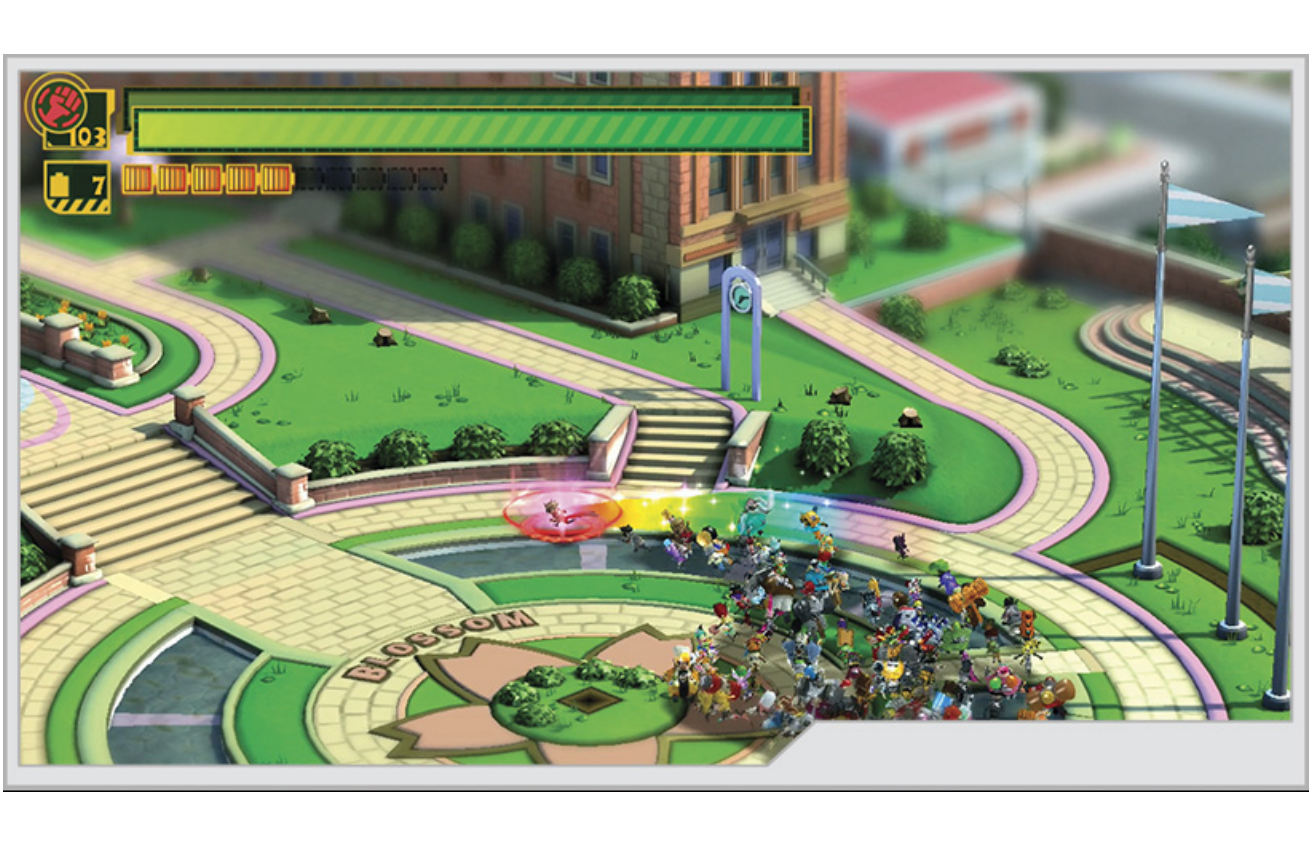


Leader Control: Running



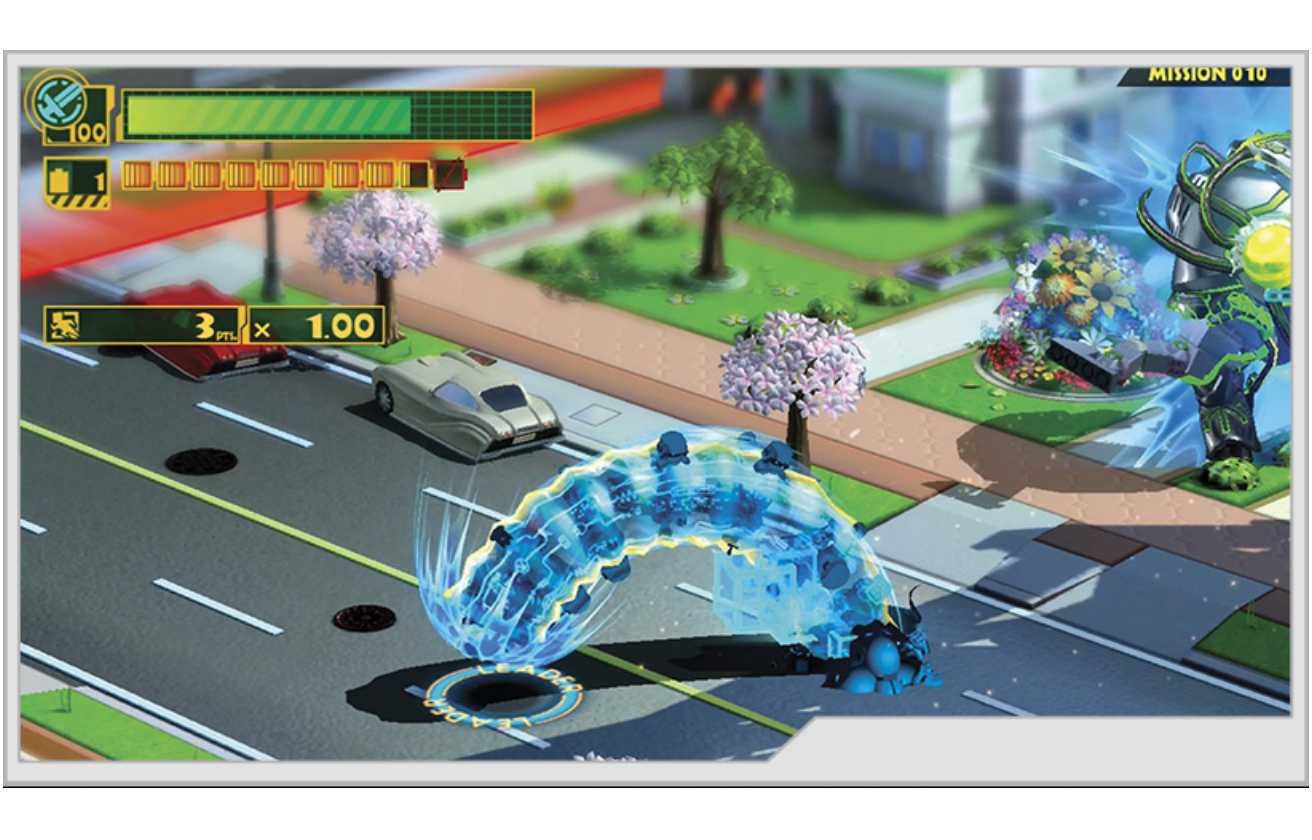
Moving your team of heroes around always occurs at a brisk run. Whomever you have selected as the group leader will generally be at the front of the pack. Be careful while running, as being out in front means you're out in the open and vulnerable to all kinds of attacks. Whenever your team is attacked, you don't actually take damage unless the leader takes a direct hit. There are ways to minimize the risk to your leader that we'll go into later.

Dash



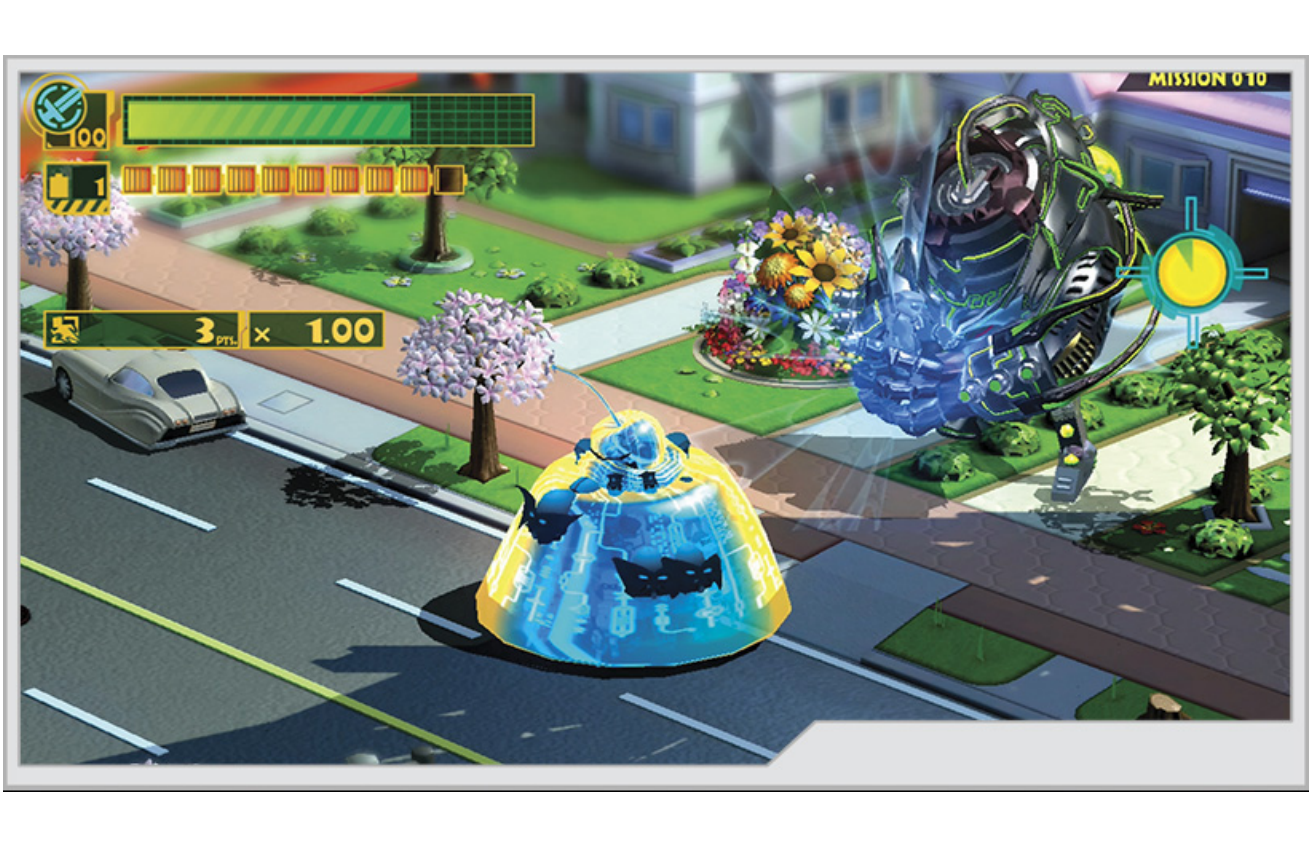
While running, tapping the Dash button causes you to dash, trailing a rainbow behind you as you enjoy a fairly large boost in speed. You'll be in Dash mode until you stop moving, so you don't have to hold down the Dash button. Dashing lets you make longer jumps and allows you to get your leader into position faster to attack the enemy from a vulnerable angle; however, just as with running, it puts your leader so far ahead of the pack that they are vulnerable to incoming attacks.

Unite Spring



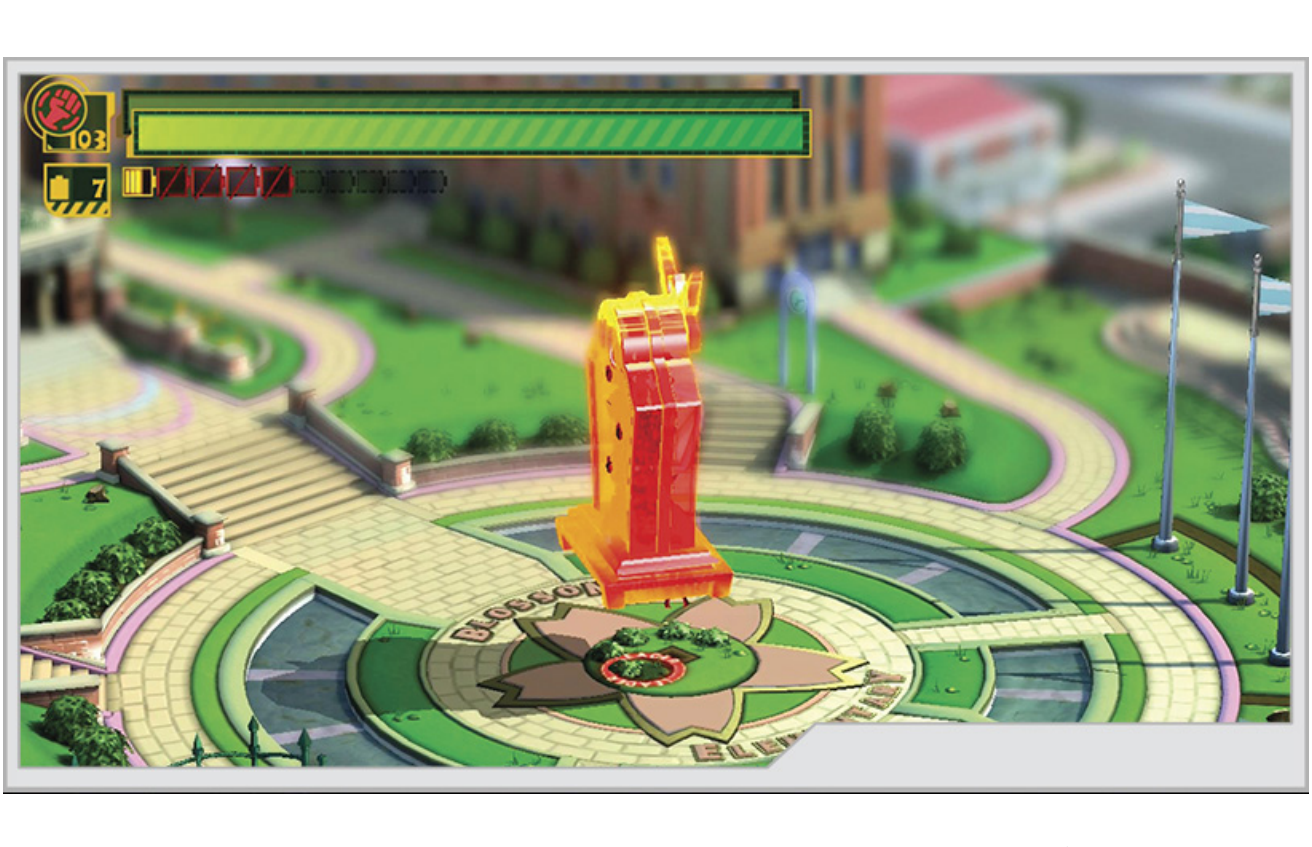
One of the abilities available from purchase at the Wonderful Mart is Unite Spring, and it gets a dedicated trigger button on the GamePad. Unite Spring is one of the most important abilities you'll get in the entire game, allowing you to evade around or over any attacks this ability can clear. It provides a very brief window of temporary invincibility and can be upgraded in a variety of ways to help keep you safe. You definitely don't want to get this particular trigger button mixed up with the button for Unite Guts. For more details on this Unite Morph check out the Training section.

Unite Guts



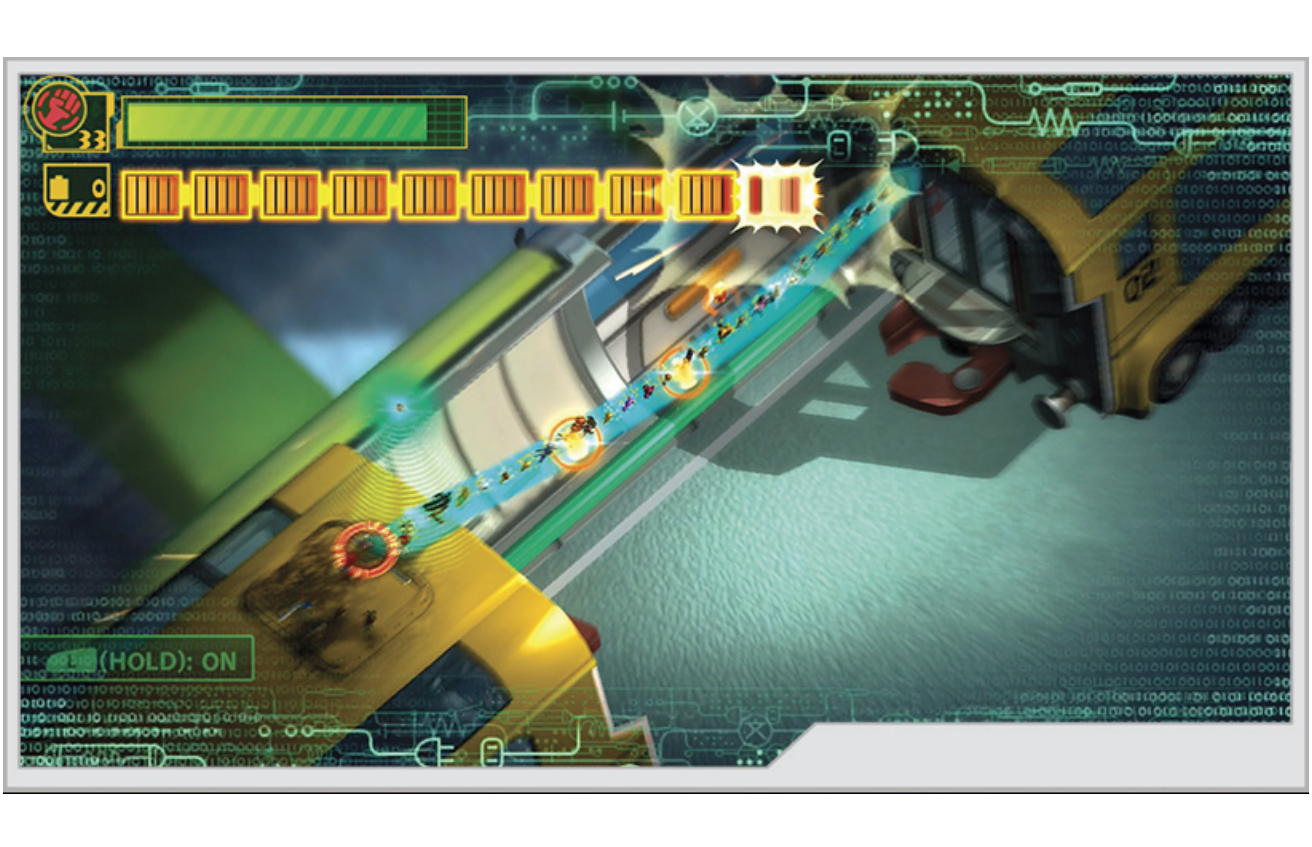
The other crucial ability is Unite Guts; it, too, has a button dedicated to its use and is available for purchase at the start of the game. Acting as a defensive shield, Unite Guts can block many enemy attacks; in fact, you will use this in many boss battles, so know where this button is and be able to use it immediately. You don't want to get Unite Guts and Unite Spring mixed up, particularly on higher difficulty settings! For more details on this Unite Morph check out the Training section.

Unite Tombstone

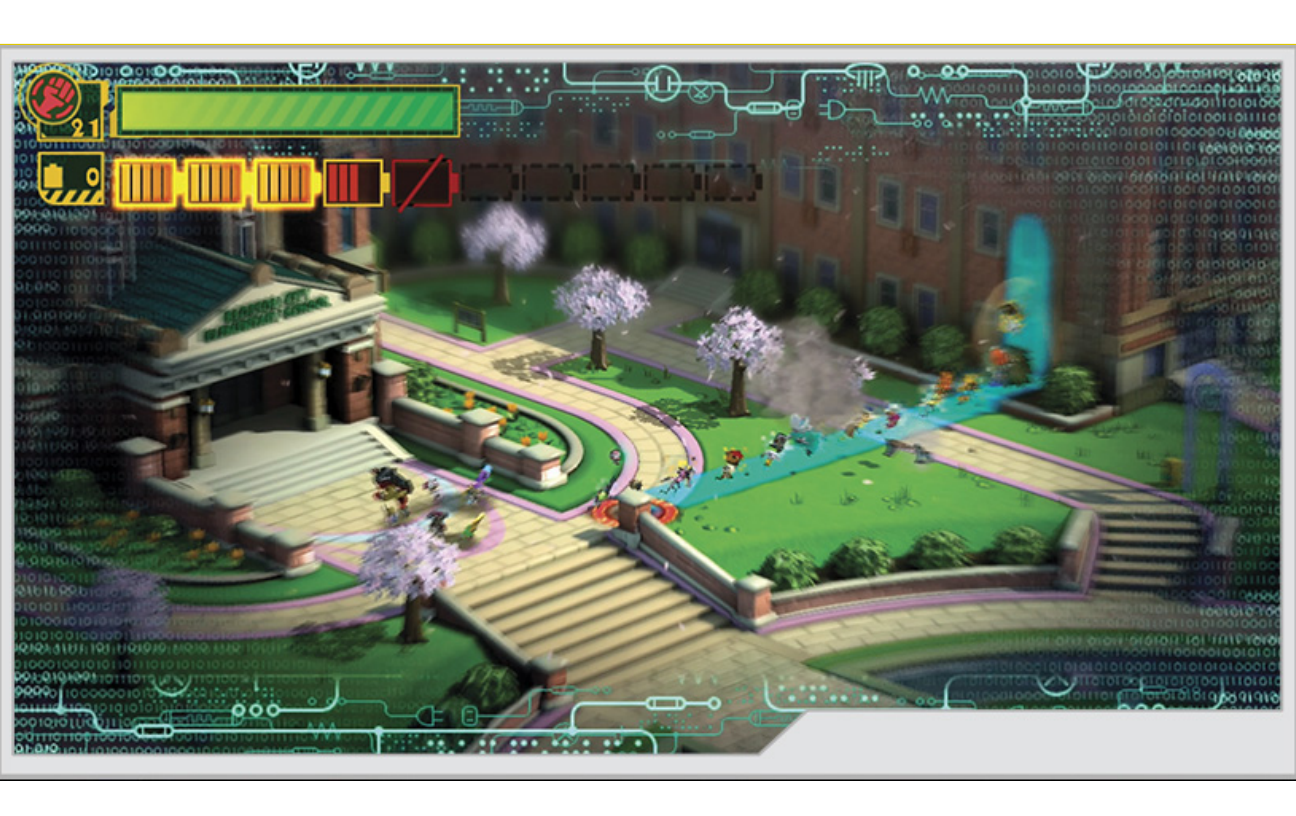


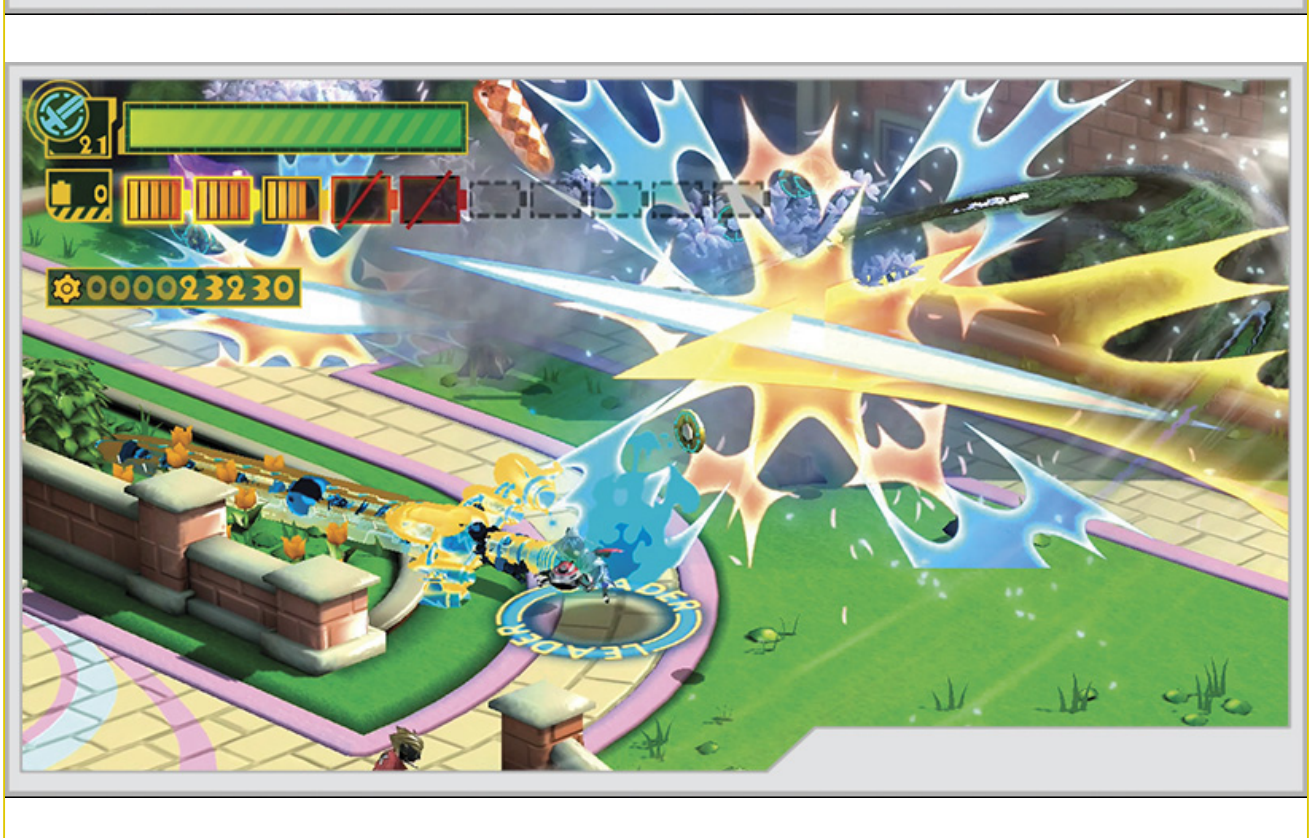
Pressing the Unite Guts and Unite Spring buttons simultaneously activates the Unite Tombstone ability (after you purchase it from the Wonderful Mart). For more details on this Unite Morph check out the Training section.

Wonder-Liner

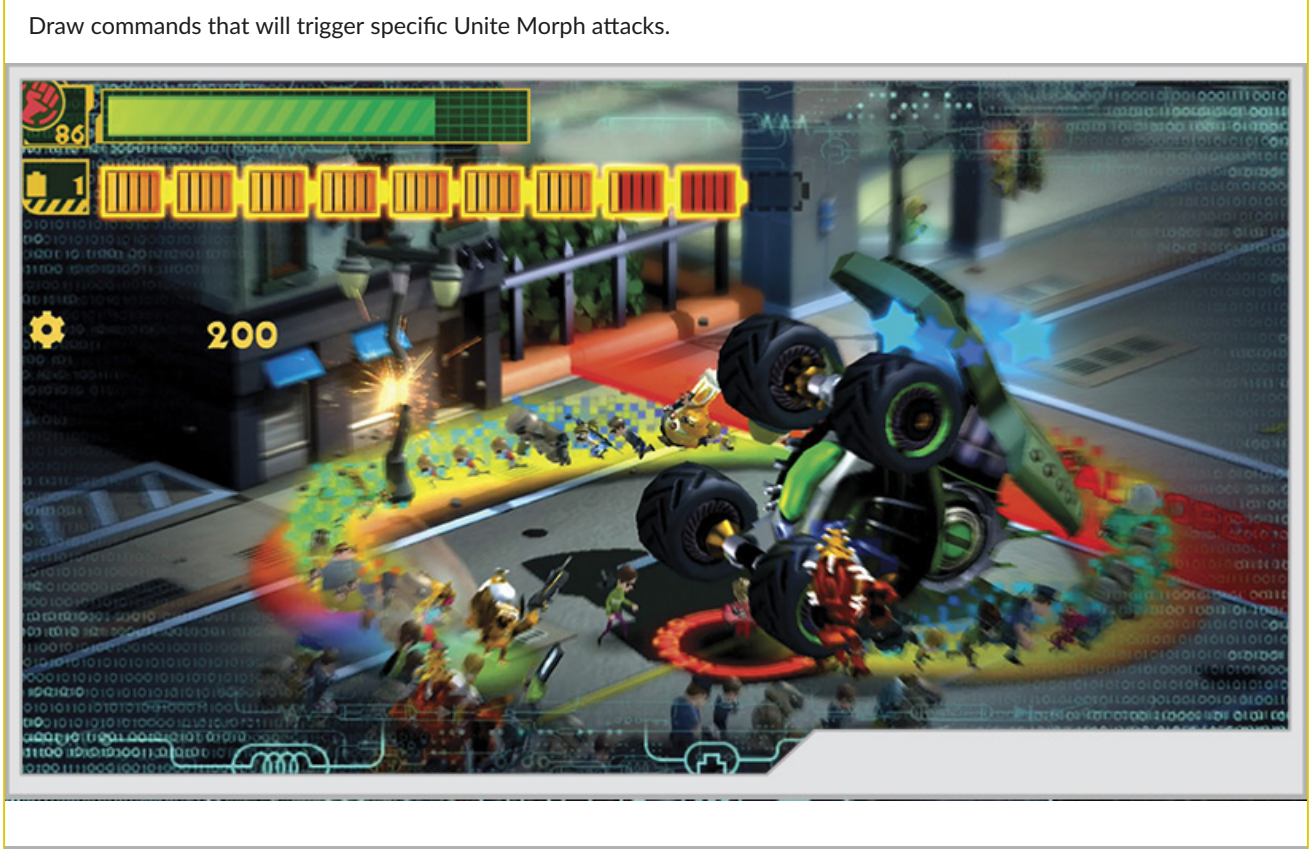


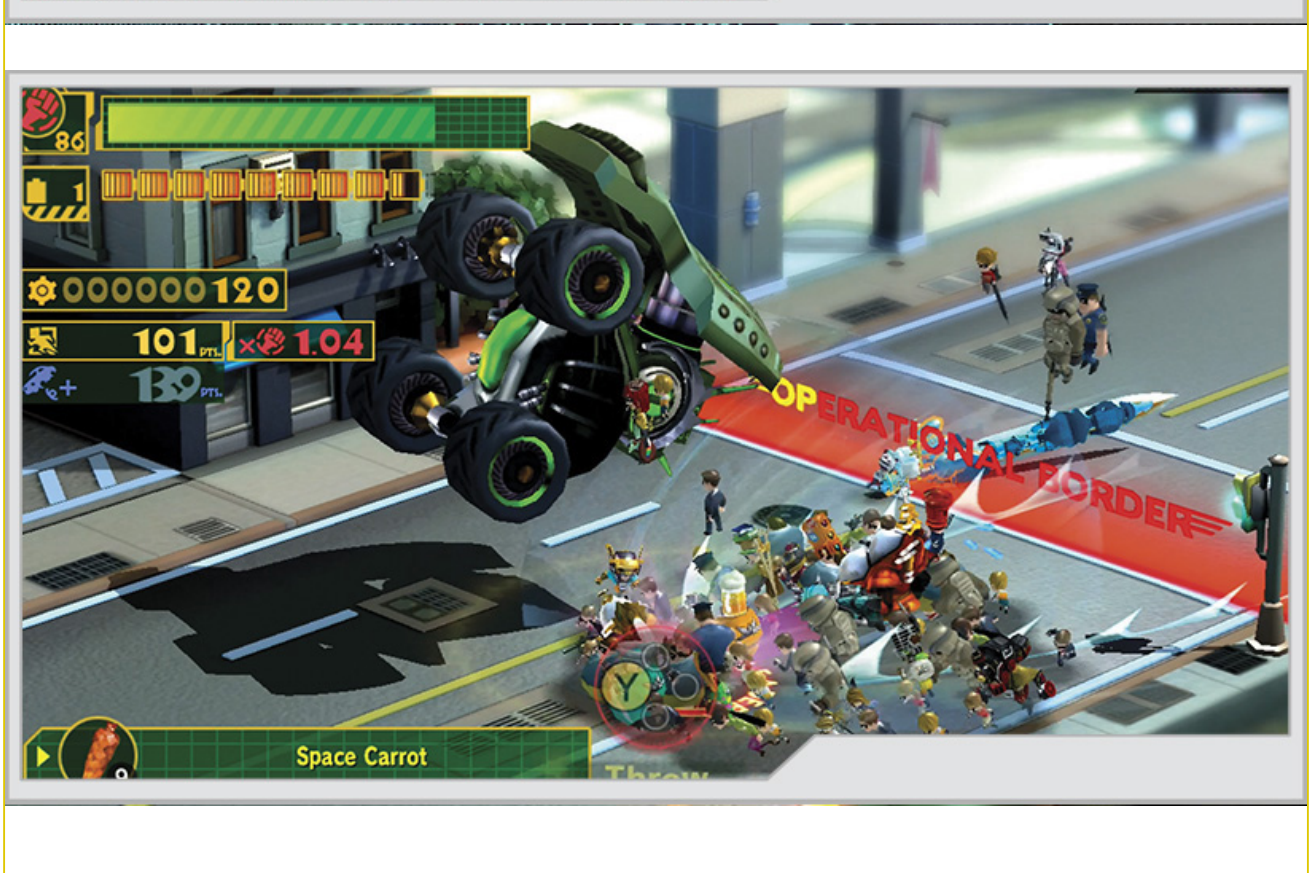
You can send the Wonder-Liner out with the Right Stick or you can draw it more precisely with the touch screen. Sending out your team in single file, the Wonder-Liner is a versatile tool. You can:



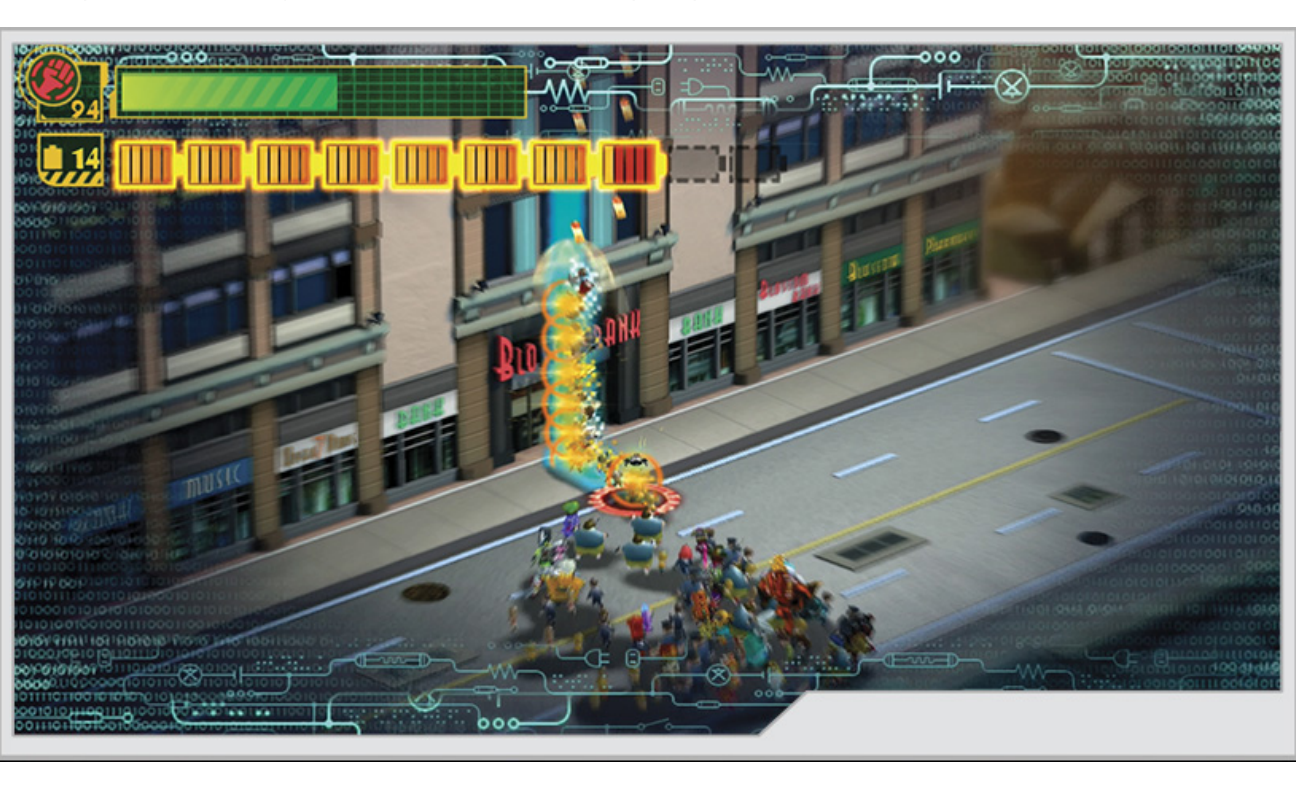


Draw commands that will trigger specific Unite Morph attacks.

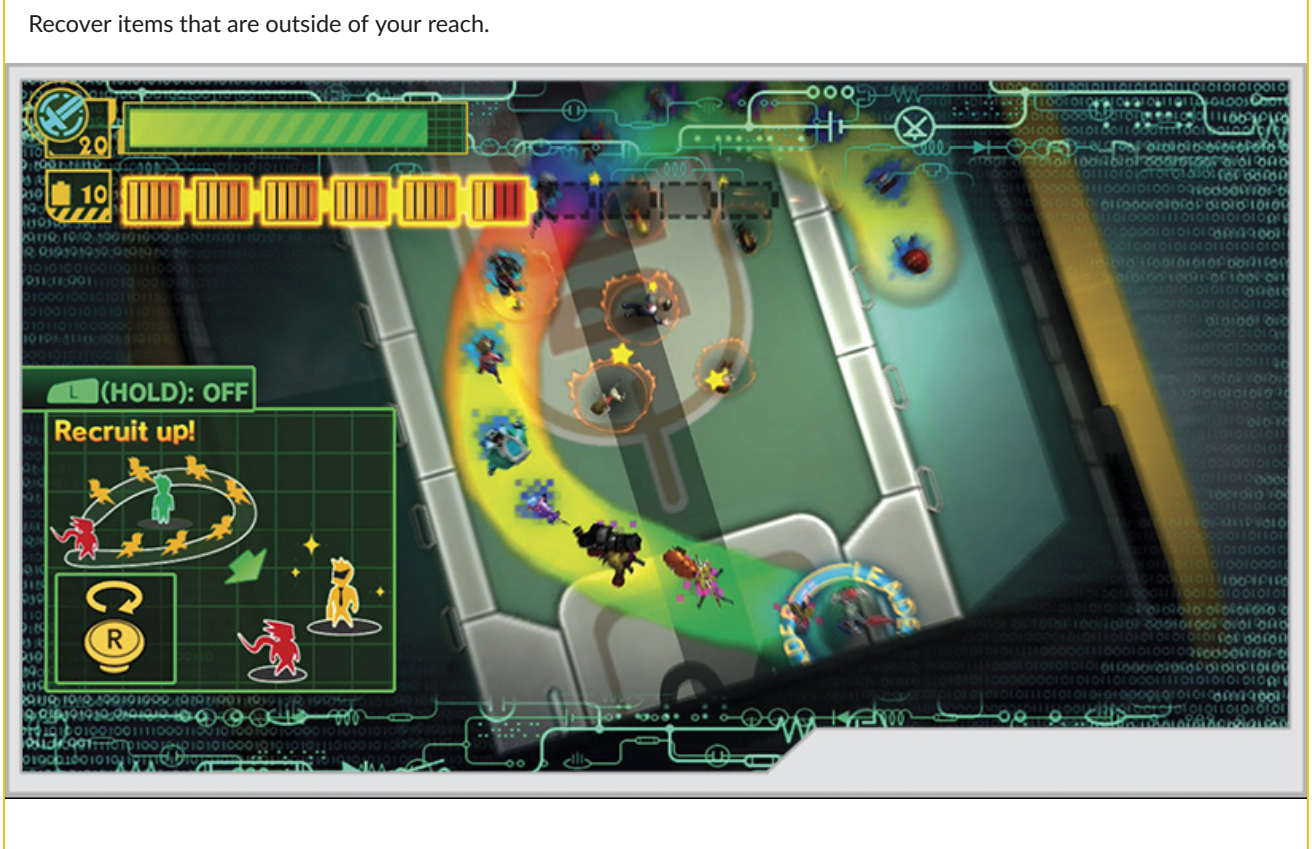




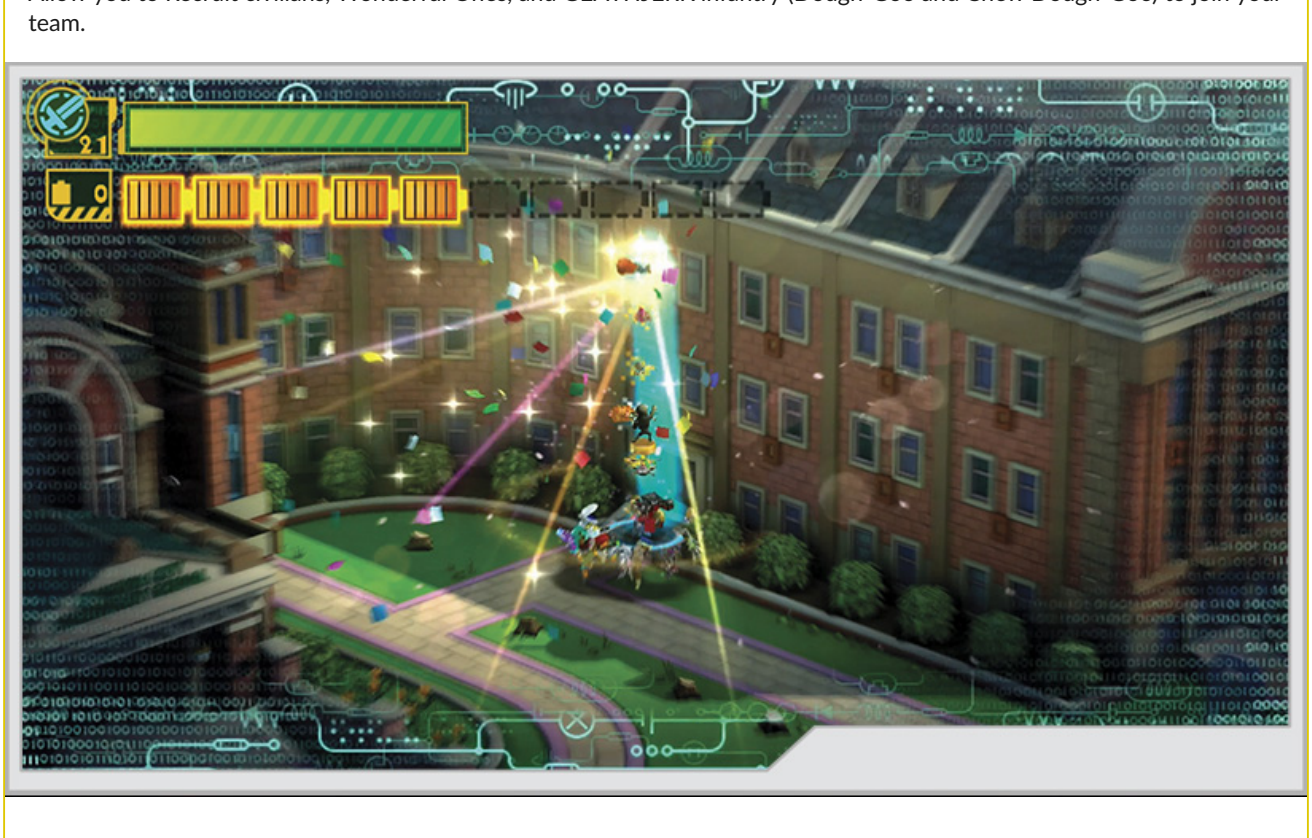
Pick up enemies after they've been knocked down, or even pick up abandoned vehicles.

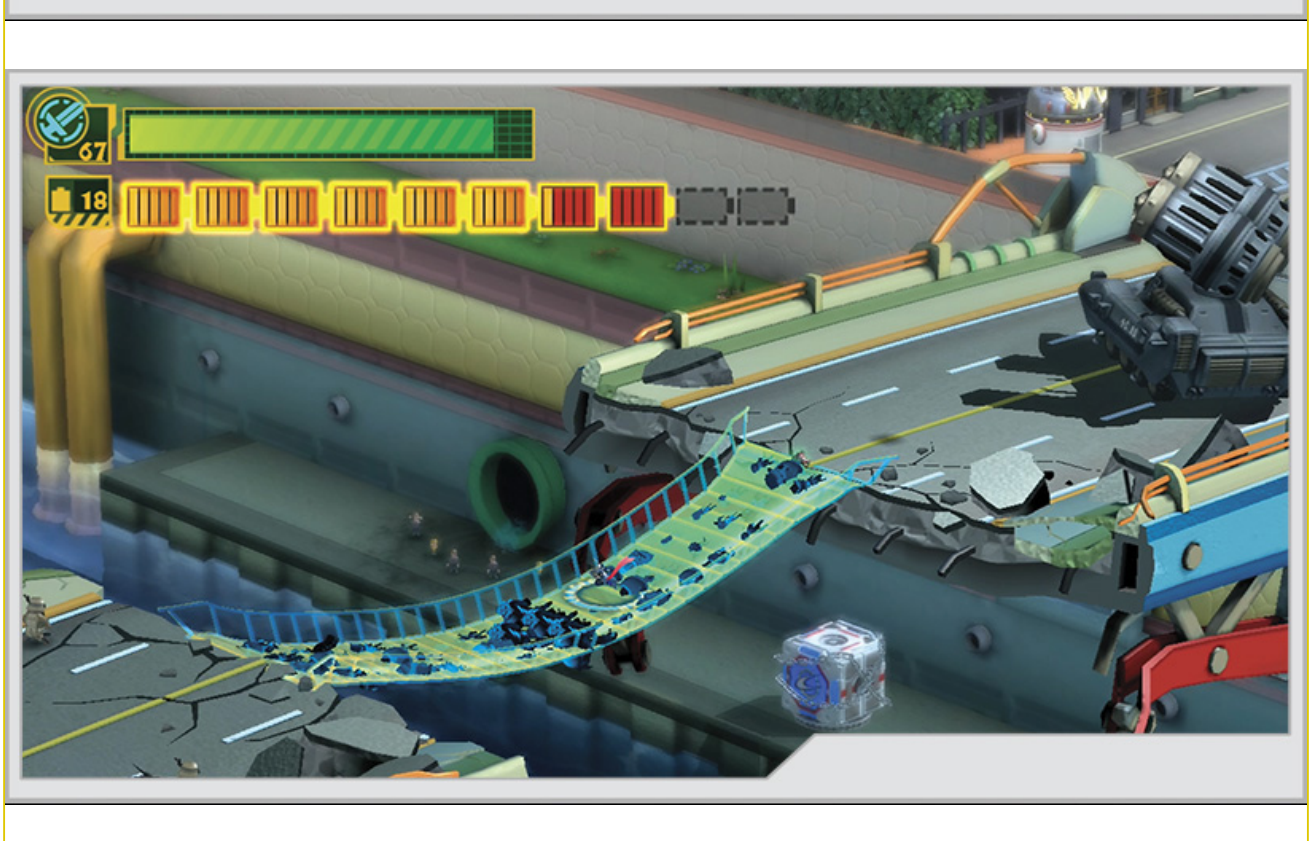


Recover items that are outside of your reach.

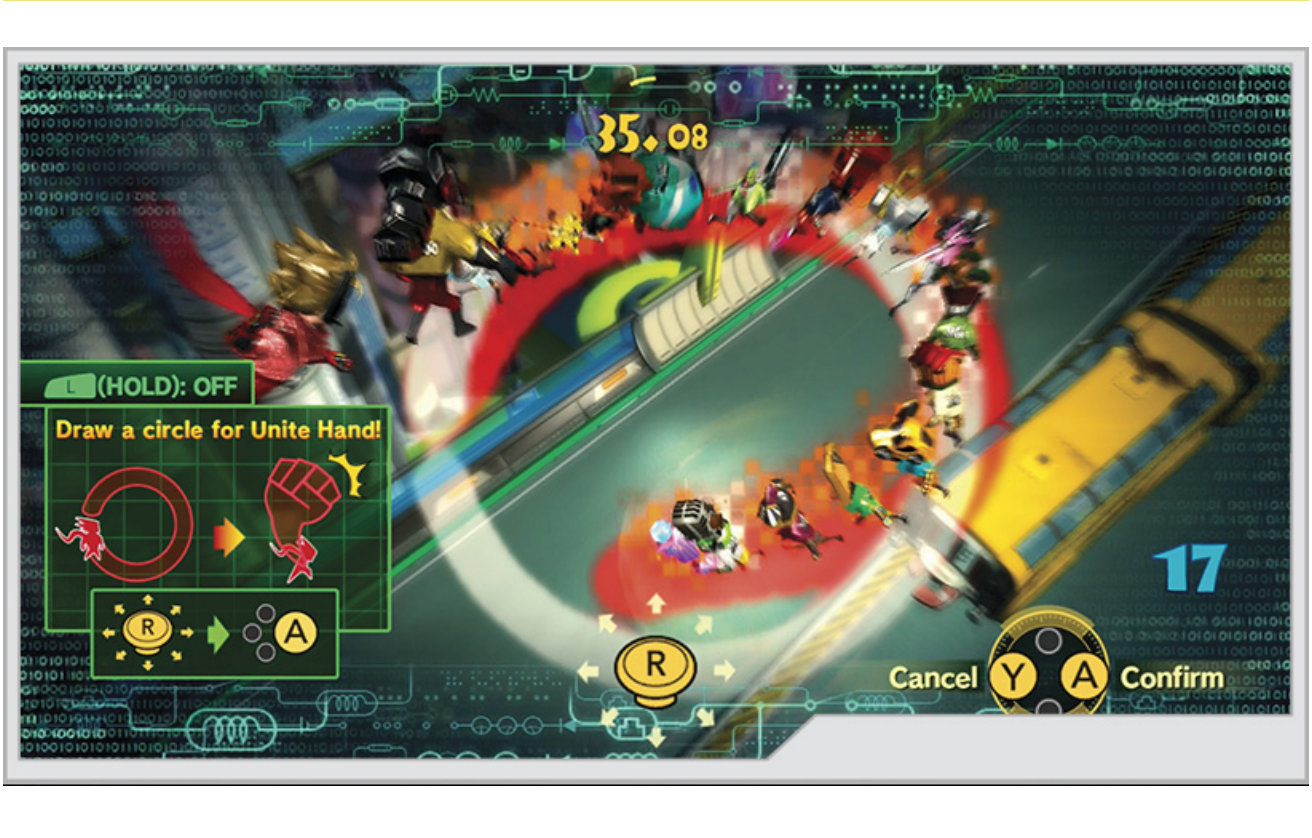


Allow you to Recruit civilians, Wonderful Ones, and GEATHJERK infantry (Dough-Goo and Chew Dough-Goo) to join your team.



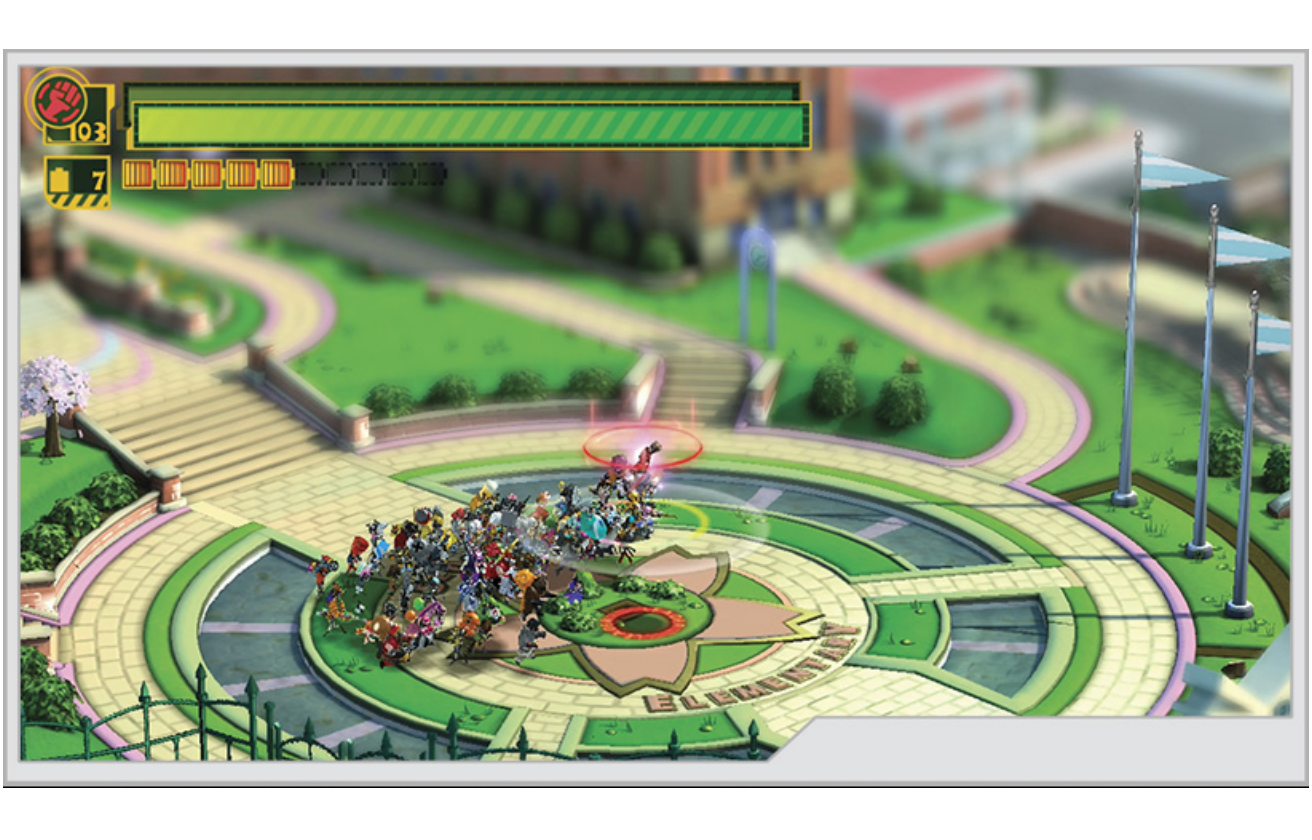


Restore destroyed bridges or flower gardens or recover items hidden inside buildings or structures you can't access normally.



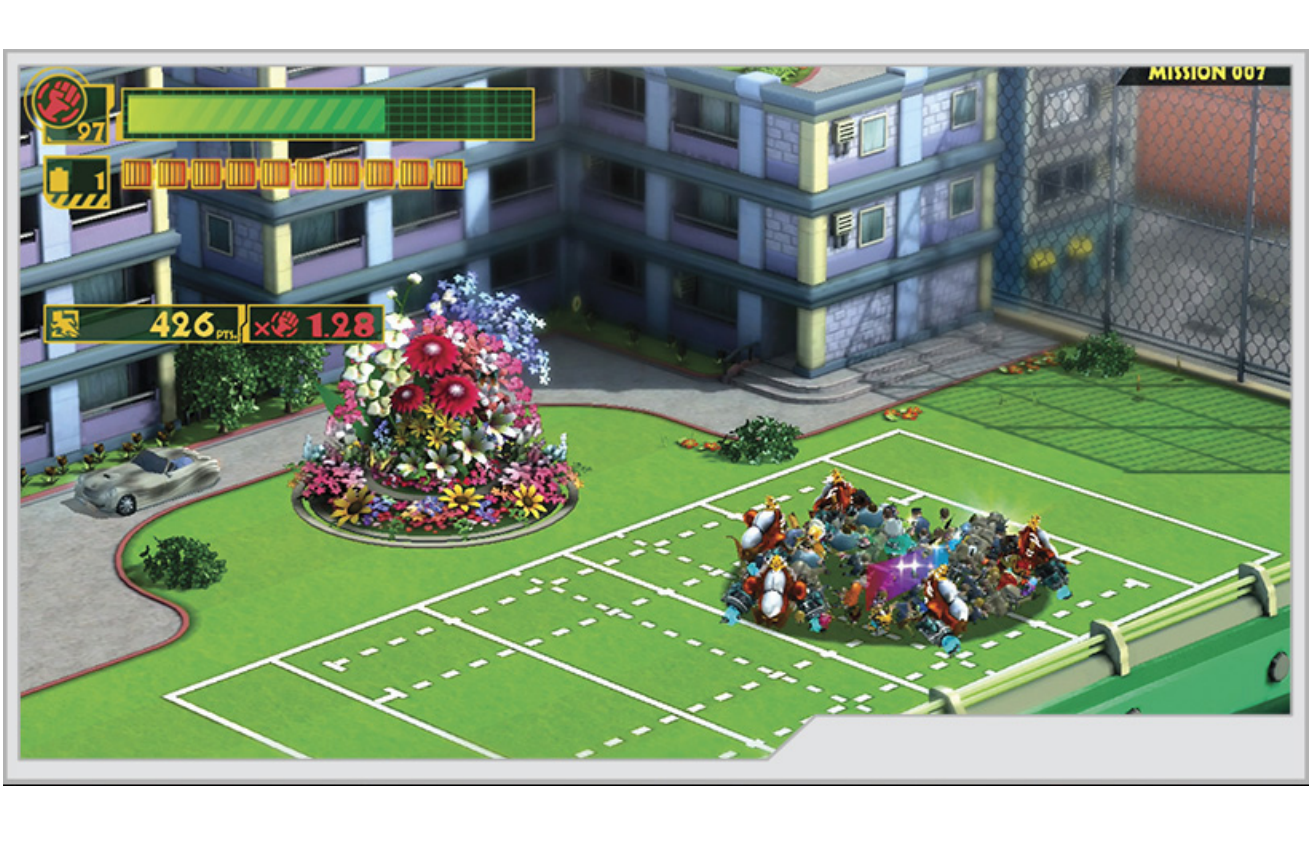
The Wonder-Liner is also used in events during cutscenes or boss battles, where you're expected to draw a specific shape in order to successfully complete the event. During these moments, you have a limited amount of time to get it right.

Jump



Jumping will help you get to high ledges or help you continue combos after you have launched an opponent. It's also possible to double-jump, and combined with certain attacks, you can reach great heights.

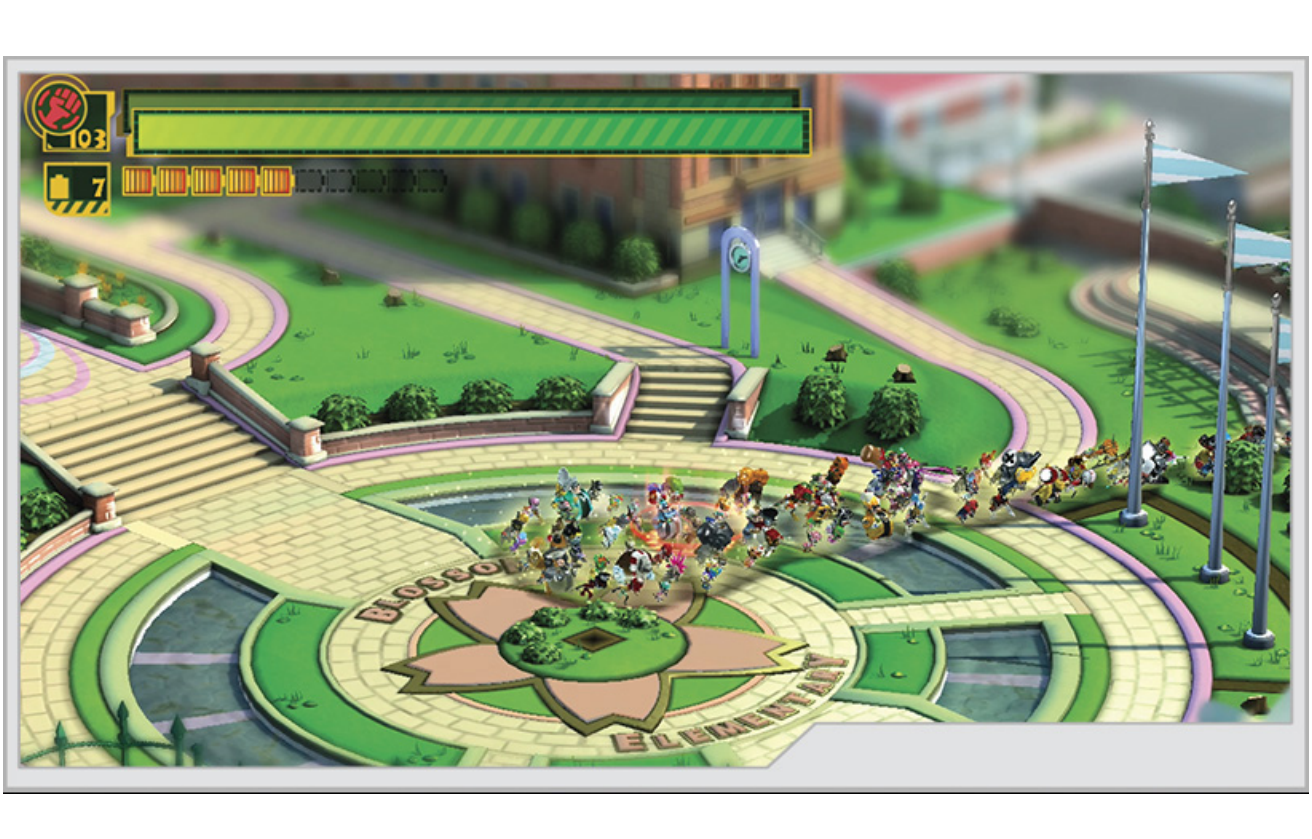
Join Up

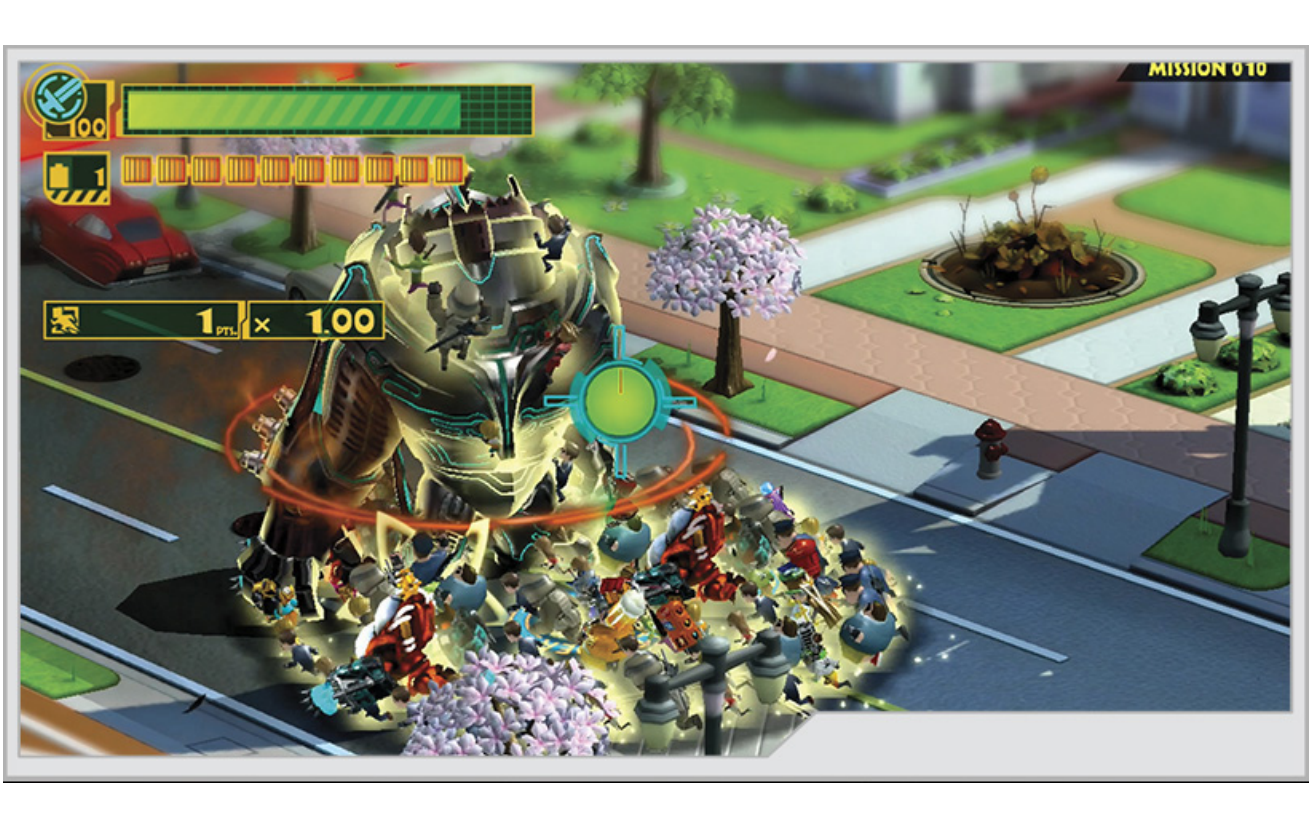


On the default settings, holding down the Dash button will join the team around your leader while the group is at a standstill. You can also dash while joined up, but you will move a little slower being packed so tightly together. In addition, Join Up acts to cancel any Unite Morph commands you draw on the touch screen or the Right Stick.

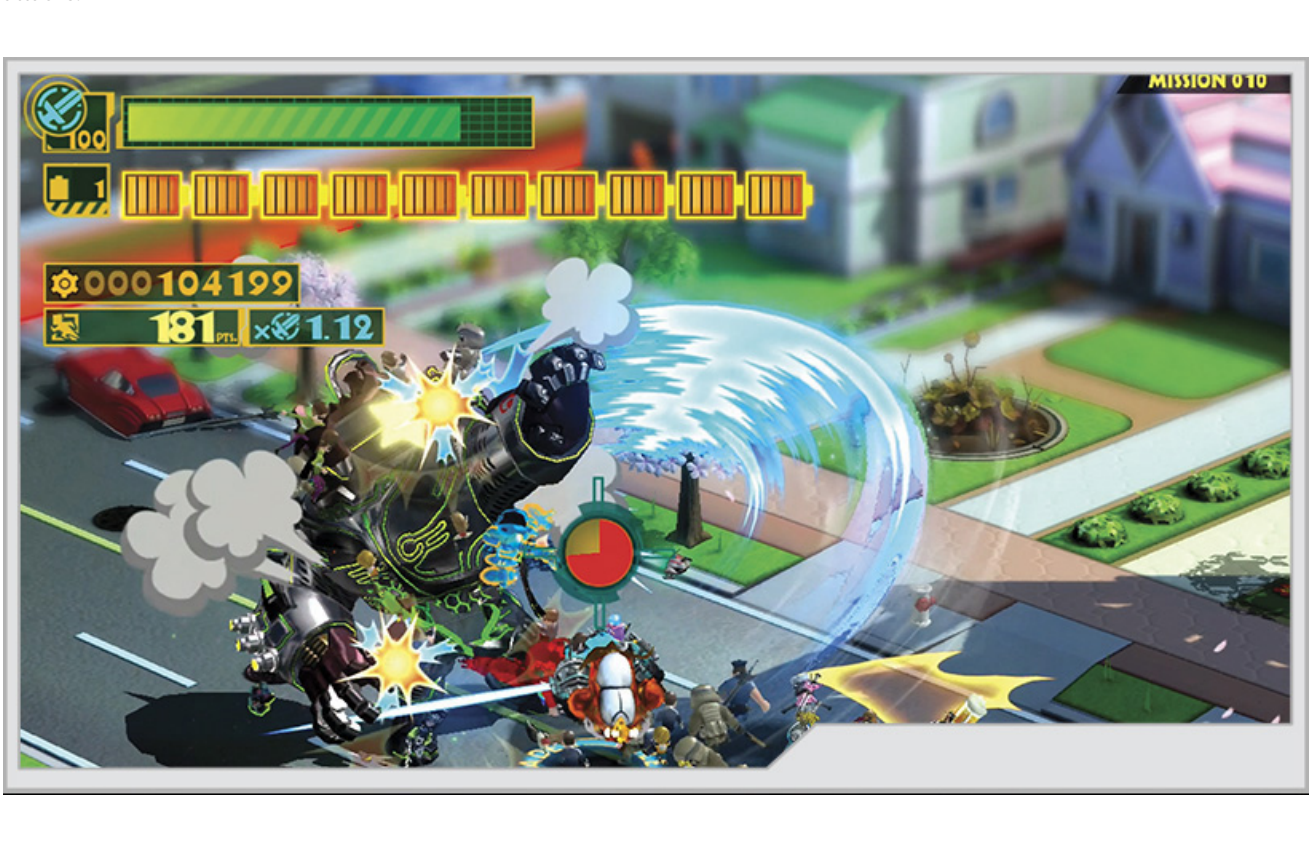
Join Up is actually an important tactical move to make during a fight. While running or dashing, the team of heroes tends to get stretched out, making the leader vulnerable. It also makes you work harder if a large attack suddenly knocks out the heroes who have lagged far behind, forcing you to cover more distance to pick up the fallen teammates to restore your combat potential. You can Join Up midjump to help the whole team clear an attack, and you can also tap the Join Up button to make sure there are bodies standing between the leader and an incoming ranged attack.

Team Attack



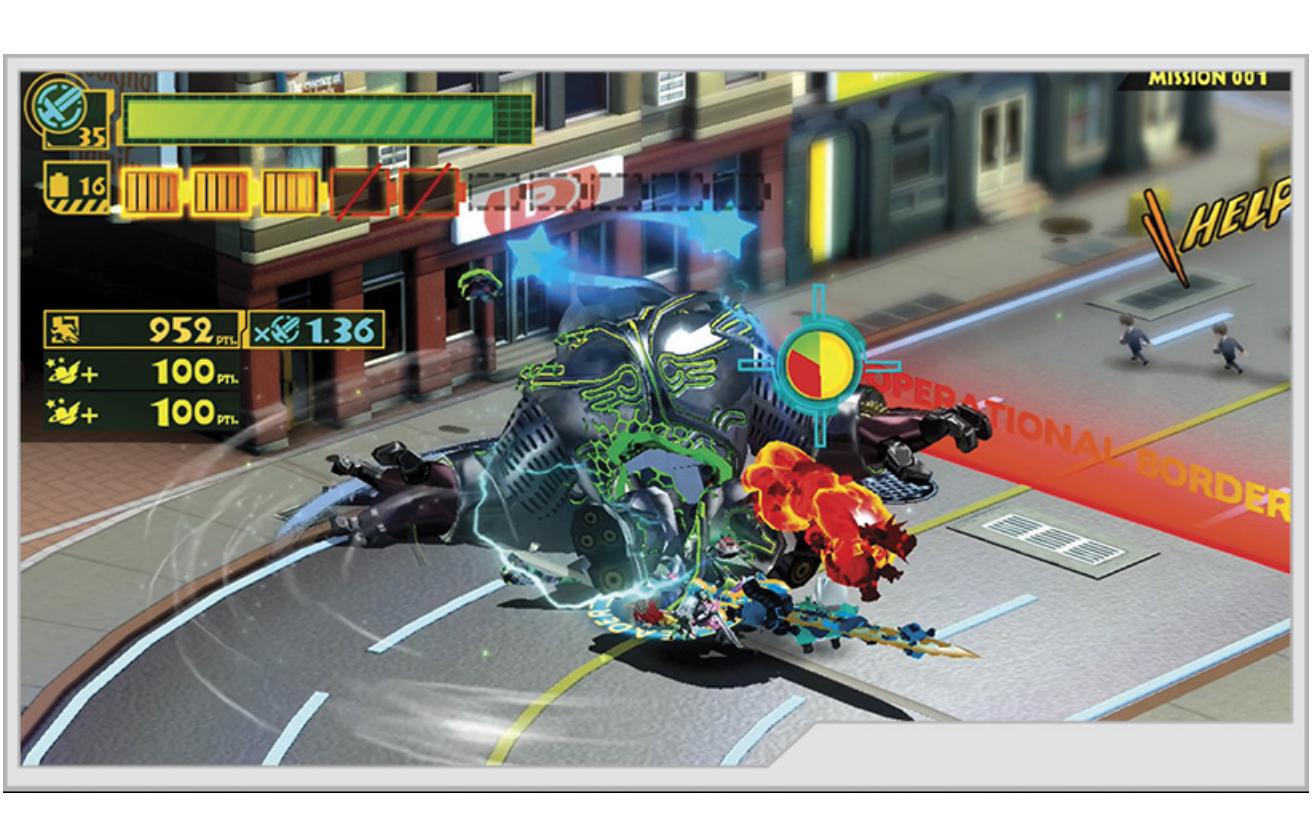


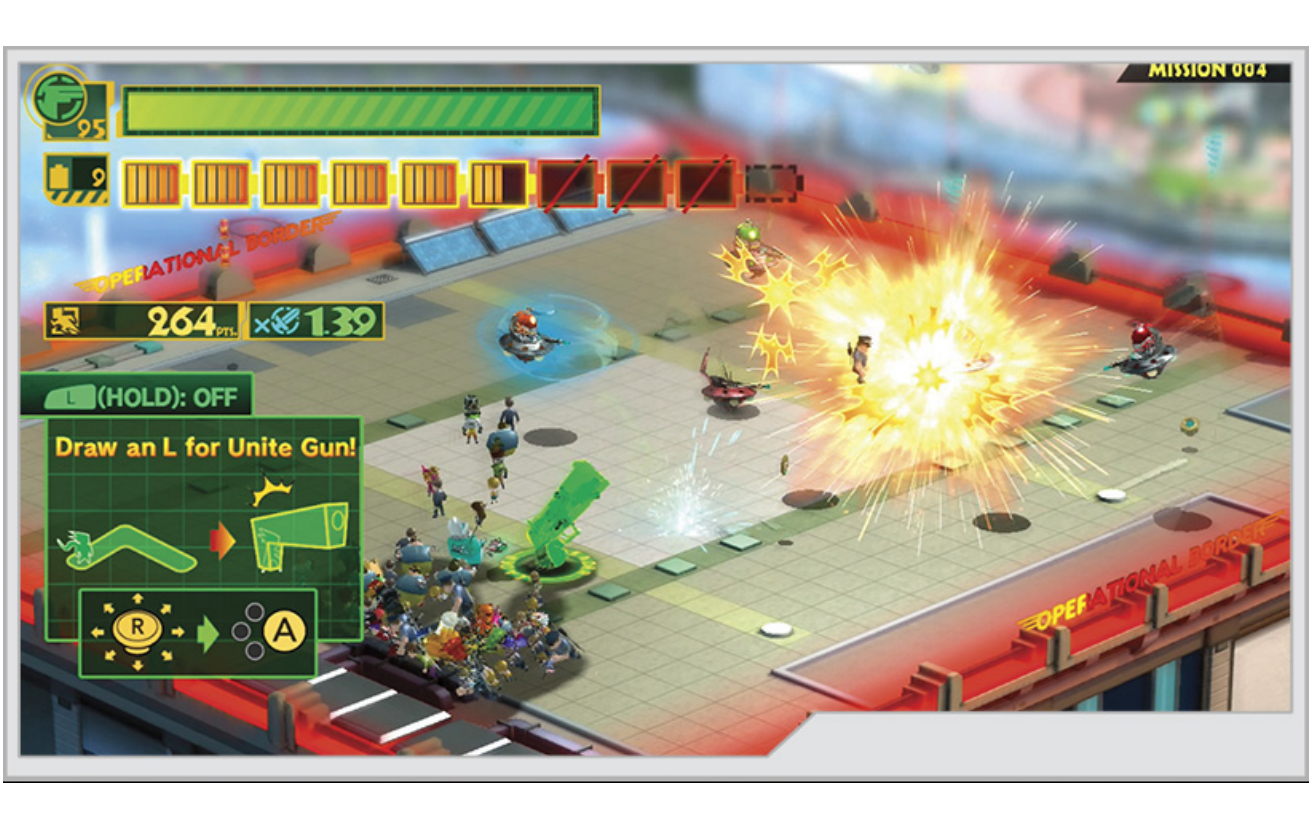
The Team Attack sends your gathered Wonderful Ones and recruited civilians surging forward, causing light damage to enemies. More importantly, the Team Attack will cause the heroes at the front of the charge to latch on to the stricken enemy (or at least, cause them to try) and execute the Climb Attack, where they will start attacking them with their weapon of choice. The Team Attack is one of the more important abilities in your arsenal. If you can get enough heroes clinging to an enemy, they can stun your target and make it vulnerable to any attacks that launch enemies skyward. Enemies with heroes clinging to them will take continuous damage that increases for every hero attached and will also take more damage overall from your other attacks.



The other major function of the Team Attack is to trigger a Multi Unite Morph. When you draw a Unite Morph formation on the touch screen or with the Right Stick and then press the Team Attack button, a member of your team will use the indicated Unite Morph on any nearby enemies for a few seconds before the ability fades out, returning all involved heroes back to the main group. Use this to extend your combos significantly, and if you want to reach the highest ratings for the greatest rewards, you will have to know how to use Multi Unite Morphs to boost your combo multipliers. Information on the Scoring System can be found in the Training section.

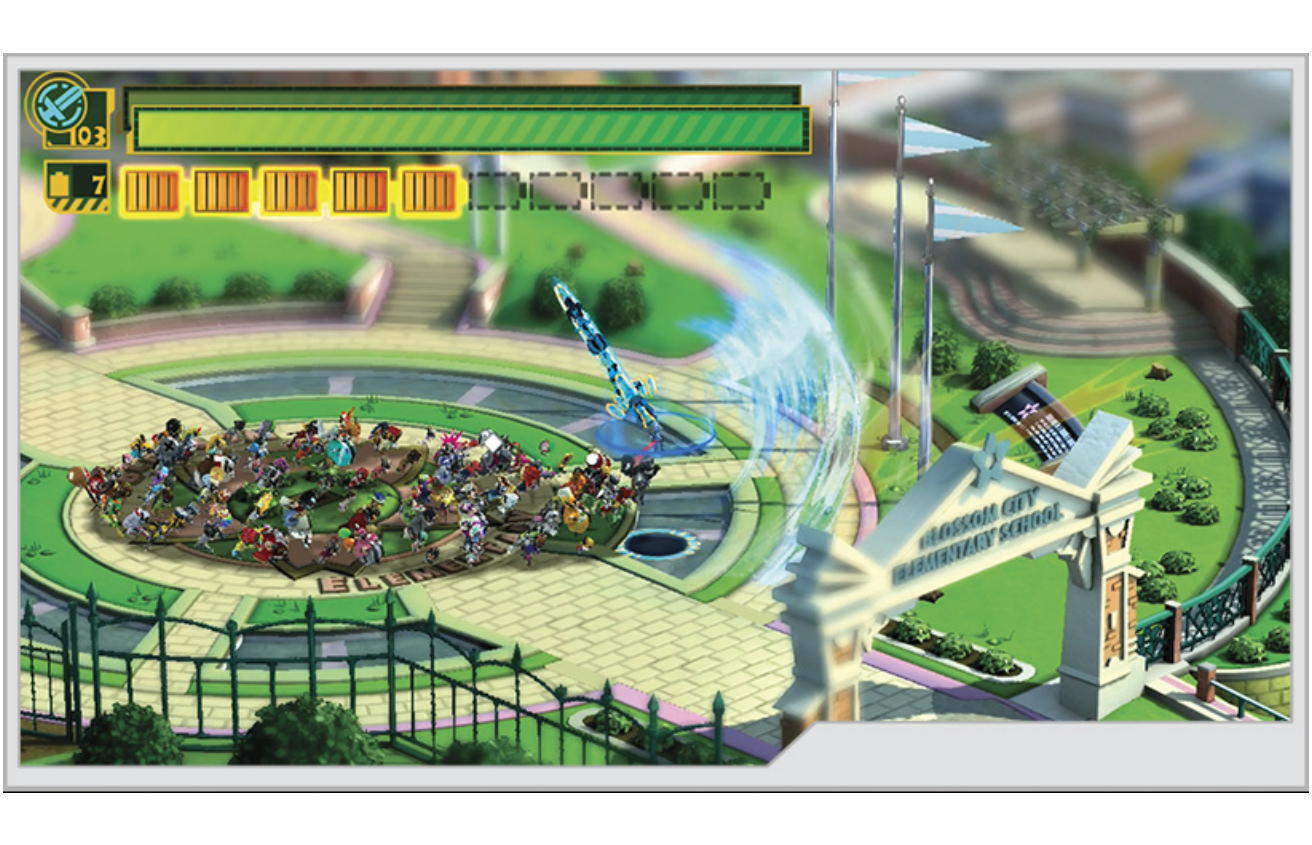
Uniiiiiiiiiiiiiiiiiiite MORPH!



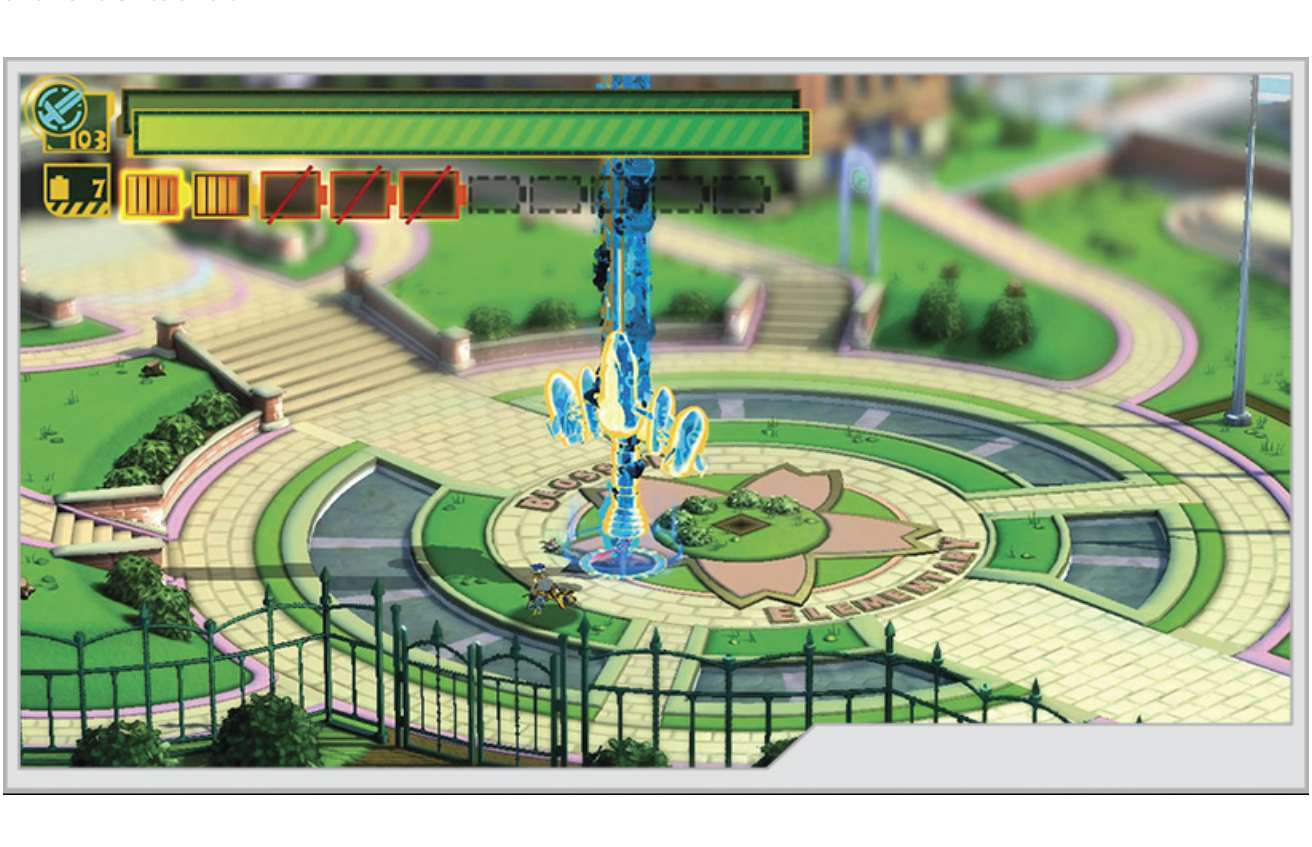


Depending on the ability you've triggered with the Wonder-Liner, the Unite Morph button will use the Wonderful Ones inside the Wonder-Liner as components for the Unite Morph. The game introduces you to Unite Hand and Unite Sword early on, but you gain access to more Unite Morphs as the story progresses. Check out the "CENTINELS Personnel Information" chapter for more detailed information on the various Unite Morph abilities at your disposal.

You can use a Unite Morph alongside a Multi Unite Morph so long as you've got Wonderful Ones available in sufficient numbers to create a Unite Morph. This can lead to some extensive and crazy powerful combos, but you'll have to manage your troops well in order to make the most of this ability.

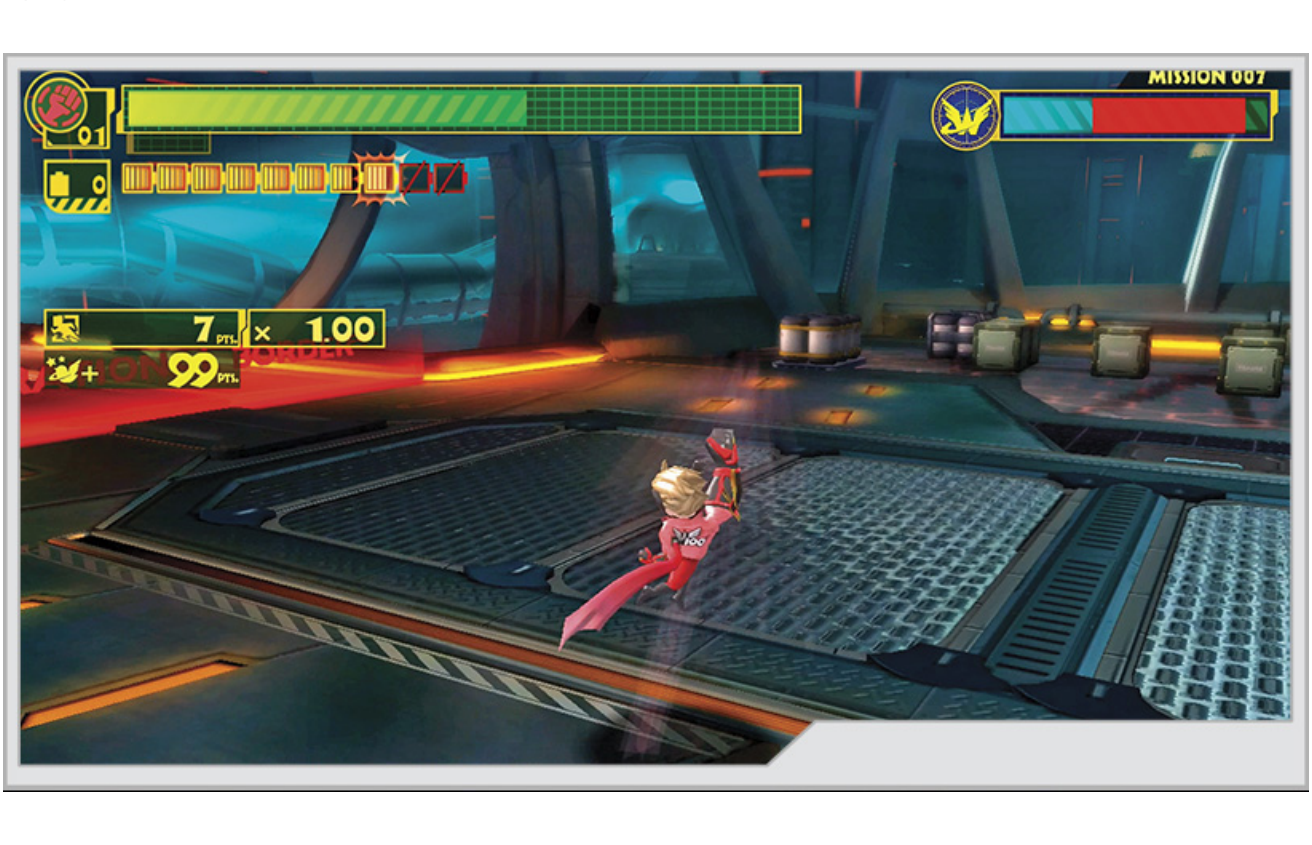


Small-Size Unite Sword



High-Powered Unite Sword

Note that the Wonder-Liner's size corresponds to the size of the Unite Morph you're attempting to build. You need at least ten heroes for a Unite Morph to trigger, but Unite Morphs will grow in size and power the more people you have on your team. You decide if you want to use the whole team at once for a single Unite Morph or to switch between multiple Unite Morphs rapidly for extended combos.

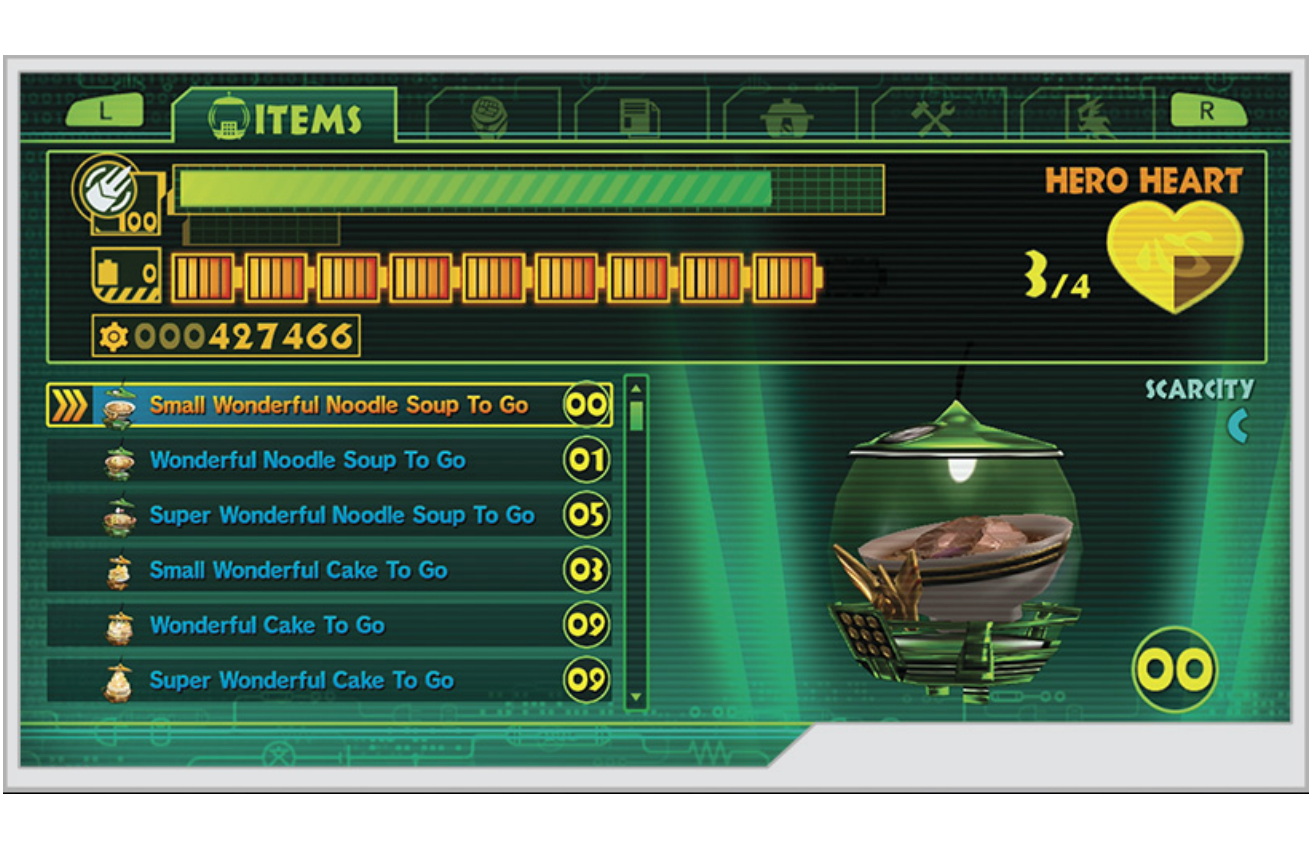


If you do not have any allies available or are out of energy in the Unite Gauge, the Unite Morph button will trigger a basic attack with your chosen leader character. This is not a particularly powerful attack compared to a Unite Morph, but there will be times when it is necessary to use or when it's the only thing you can use.

Switch Display

An interesting feature, the Switch Display lets you show the action from your TV on the GamePad's touch screen, while the radar that is normally displayed there is shown on the TV. This can be useful if the TV isn't available, but it does have the side effect of showing gameplay sequences that take place on the GamePad screen on your TV instead.

Status Screen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Super Wonderful Cake To Go 09
SCARCITY
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The Status screen is your multipurpose pause menu. It allows you to use your various items without fumbling for them in the middle of combat, switch between your various Custom Blocks, check out the collectibles or achievements you have unlocked, read information about all of your abilities, and even turn off abilities that you don't want to accidentally trigger. This guide will go over all of this information in detail in later chapters.

Touch Screen

The GamePad touch screen typically shows your radar. Certain puzzles require you to draw very specific shapes on the touch screen. You can draw Unite Morph shapes on the radar display to set up attacks, and you can access your various food items in the middle of combat or even select which heroes you want to lead the creation of specific Unite Morphs. If you use the Switch Display button, the action on the TV screen will be displayed here. You will play certain sections of the game on the touch screen, and you'll have to move the GamePad around to change your camera angle in order to see where you're going.

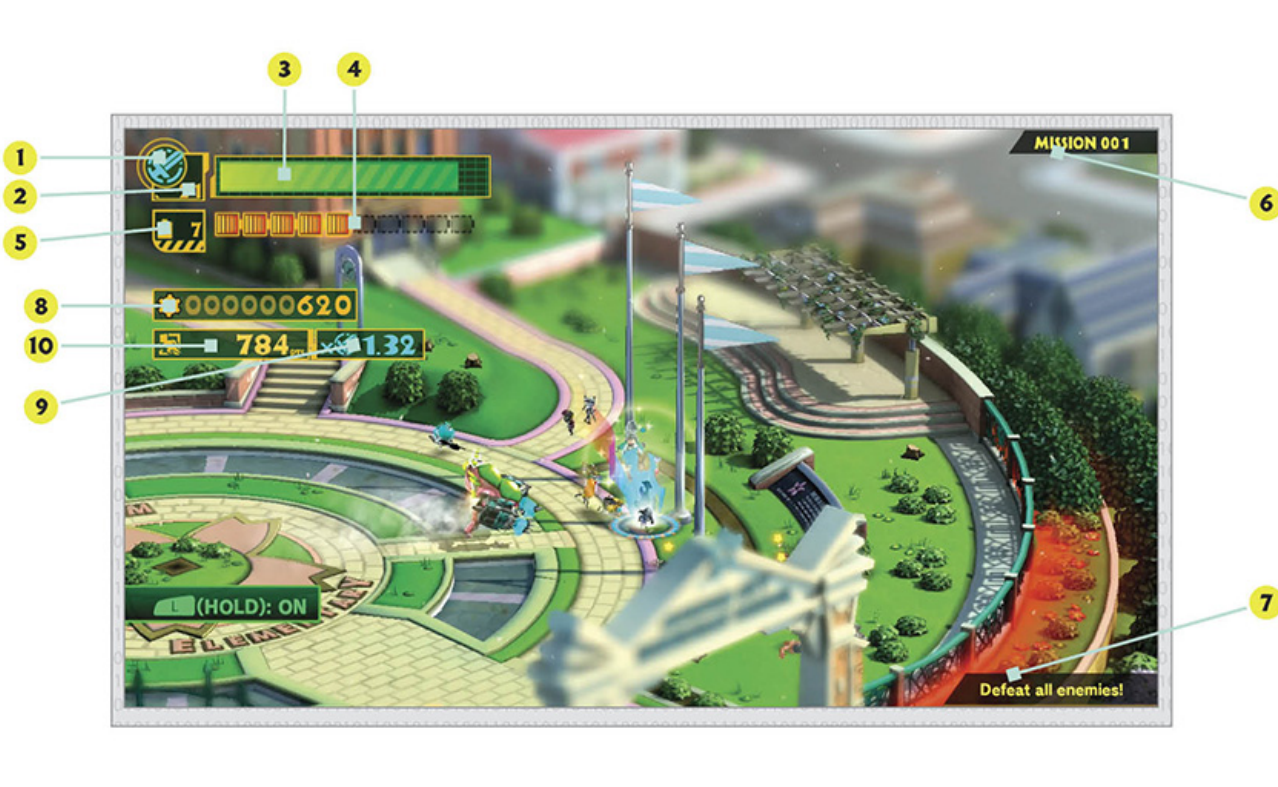
Leader Select

Pressing up on the +Control Pad will display the Leader Select screen on the touch screen. This function allows you to change who will lead a specific Unite Morph. Certain heroes that you unlock while playing the game have special effects added to their Unite Morph ability, or they might hit harder, so you may want them to be the leader of a Unite Morph over your default selection.

Select Item/Use Item

Pressing left or right on the +Control Pad lets you switch between your various usable items. The touch screen will show three at once, but you can scroll through your entire inventory. The item at the center of the three on display is the one that will be used when you press and hold down on the +Control Pad.

The CENTINELS Combat Information Display System



1. Currently Active Unite Morph: This icon will change based on which Unite Morph you currently have available on your selected leader.

2. Total Number of Heroes: You begin the game with 20 heroes on your team, but this number can increase, both through recruiting temporary additions from the civilians you rescue or by reuniting with other Wonderful Ones. You need a minimum of 10 heroes to trigger a Unite Morph, and Unite Morphs become more powerful with more heroes.

3. Vitality Gauge: This is a measurement of your entire team's health. Should it become depleted, the hero absorbing the final blow will have their CENTINEL suit destroyed, and you'll be forced to use a continue to stay in the fight!

4. Unite Gauge: The Unite Gauge consists of ten segments that act as a measurement of energy you have to dedicate toward your Unite Morph abilities. However, you only have access to five segments at the start of every Operation. Collect Wonderful Batteries to boost your gauge by one segment. However, certain situations may call for your team leader to authorize the use of Unlimited Form, which unlocks the full Unite Gauge immediately.

5. Wonderful Battery Count: This tracks the number of Wonderful Batteries you've collected. Batteries come in different sizes, which are worth different amounts. It takes 20 Wonderful Batteries to gain one segment of Unite Gauge.

6. Current Mission: This tells you what mission you are on in a given Operation.

7. Mission Objective: Your current objective for a given mission is always displayed here.

8. O-Parts Count: Any time you collect O-Parts, this HUD element will appear, telling you your current O-Parts total.

9. Combo Multiplier: With every attack landed, your Combo Multiplier will increase. So long as this HUD element is active during combat, you are gaining bonus O-Parts.

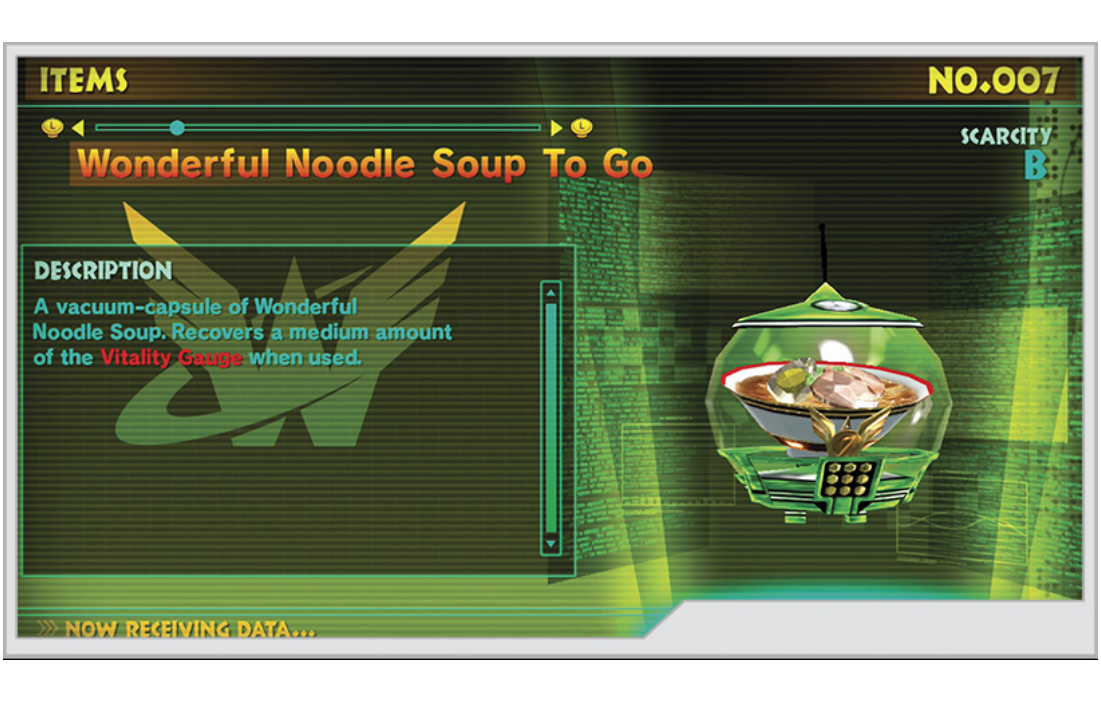
10. Combo Point Total: This shows the current total points your combo is worth, before applying the Combo Multiplier. Bonus point notifications also scroll underneath the Combo Point Total, showing off various bonuses that can be earned during combat.

Items and Collectibles

As you play The Wonderful 101, you'll encounter a variety of items and collectibles throughout every Operation, all serving a variety of purposes. Some heal you, others help with fighting your enemies, and others still unlock new information about the heroes and villains of the game.

Items

Wonderful Noodle Soup



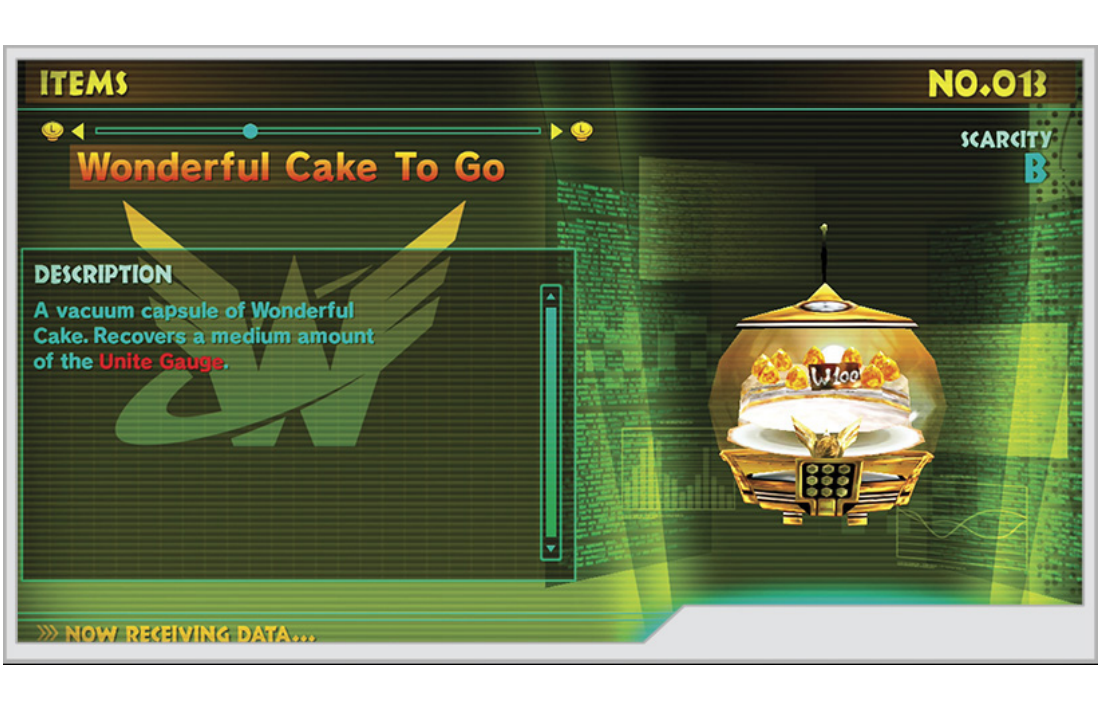
A vacuum-capsule of Wonderful Noodle Soup. Recovers a medium amount of the Vitality Gauge when used.

A standard size Wonderful Noodle Soup To Go, for those who need to restore a standard amount of health.

Coming in three different sizes, the Wonderful Noodle Soup items are located in the field inside of destructible objects, recovered from enemies, or are rewards for rejuvenating flower beds throughout the world. These items immediately restore your health by an amount matching the size of the soup. The "to go" variety of noodle soup can be used at any time during a mission or from the status screen.

This item comes in the following sizes: Small Wonderful Noodle Soup, Wonderful Noodle Soup, and Super Wonderful Noodle Soup. The Small Wonderful Noodle Soup To Go is the most common of all the soups. It restores so little health that it isn't as useful on later difficulties, where it can take many small soups to recover from a single hit. Have the larger sized soups on standby for immediate use during combat, and if they aren't available, go to the status screen and use the small soups.

Wonderful Cake



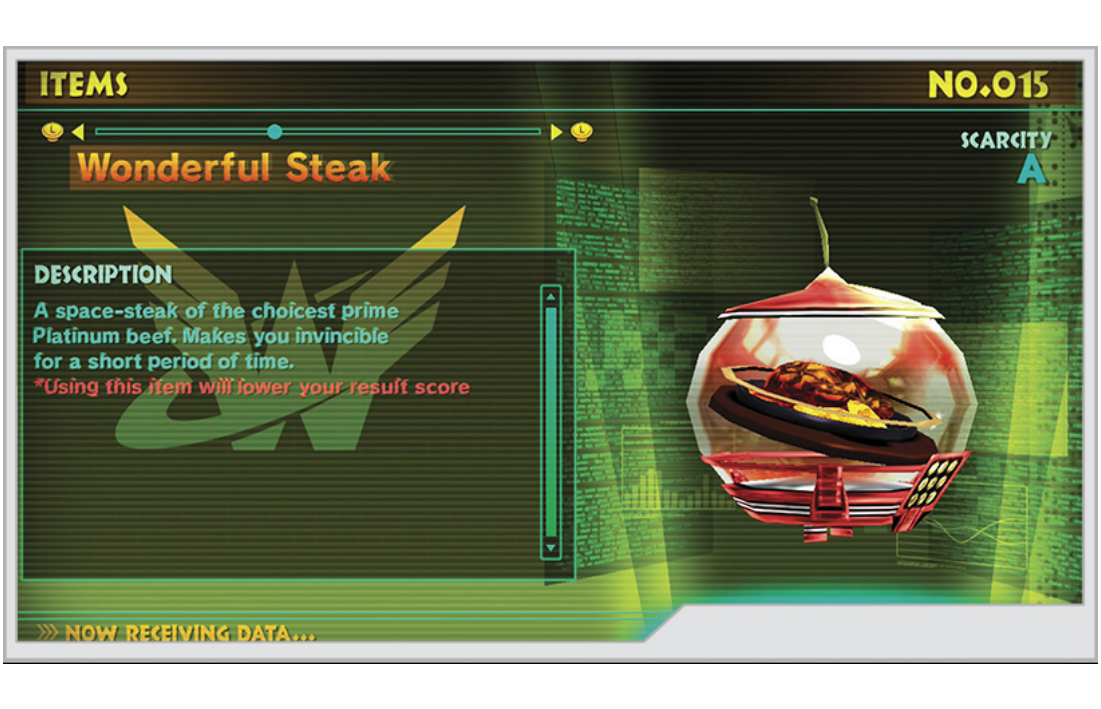
A vacuum capsule of Wonderful Cake. Recovers a medium amount of the Unite Gauge.

Refill your Unite Gauge and get your blood sugar up to dangerous levels, all in one package.

Wonderful Cakes are some of the most important items in the game. You'll find them in the following varieties: Small Wonderful Cake, Wonderful Cake, and Super Wonderful Cake. As with the soups, there are To Go versions of the cakes.

Wonderful Cakes restore Unite Gauge. What makes them so awesome is their To Go versions, which you can use in the middle of combos to extend them. If you don't have enough Unite Gauge available to use your defensive Unite Morphs, scarf down a Wonderful Cake or two; you'll be able to defend and counterattack almost immediately.

Wonderful Steak



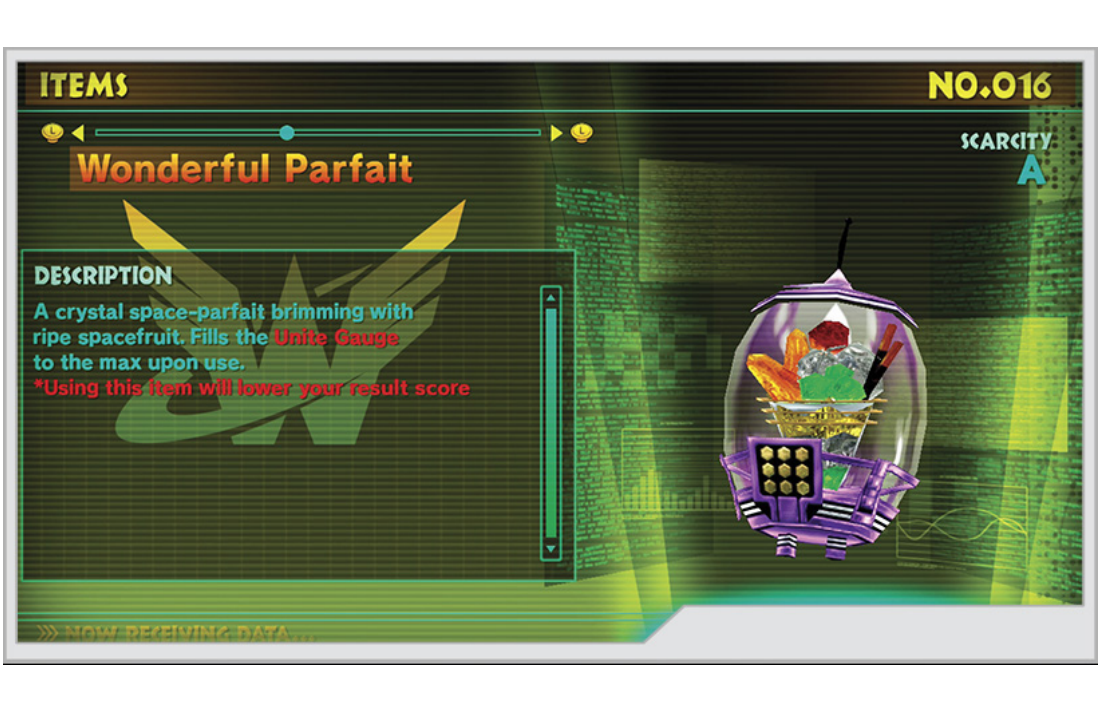
A space-steak of the choicest prime Platinum beef. Makes you invincible for a short period of time.
*Using this item will lower your result score

A good steak should make you feel invincible by the time you finish it.

Wonderful Steaks are very rarely found in the wild. Typically they are rewards for locating all five Platinum Coins in a given Operation section, but they can be crafted using the Item Mixer in the status screen.

Wonderful Steaks make you completely invulnerable to damage for a short period of time. However, using one of these items PERMANENTLY lowers your potential rank at the end of an Operation. This means that even if you score a Pure Platinum on every mission in a given Operation, your end result rating will only be Gold, until you make a fresh attempt at an Operation section from the very start. The Wonderful Steak is used primarily by players who don't care about their score and just want to get past a frustrating section. For those reaching toward perfection, the Wonderful Steak is taking up inventory space.

Wonderful Parfait

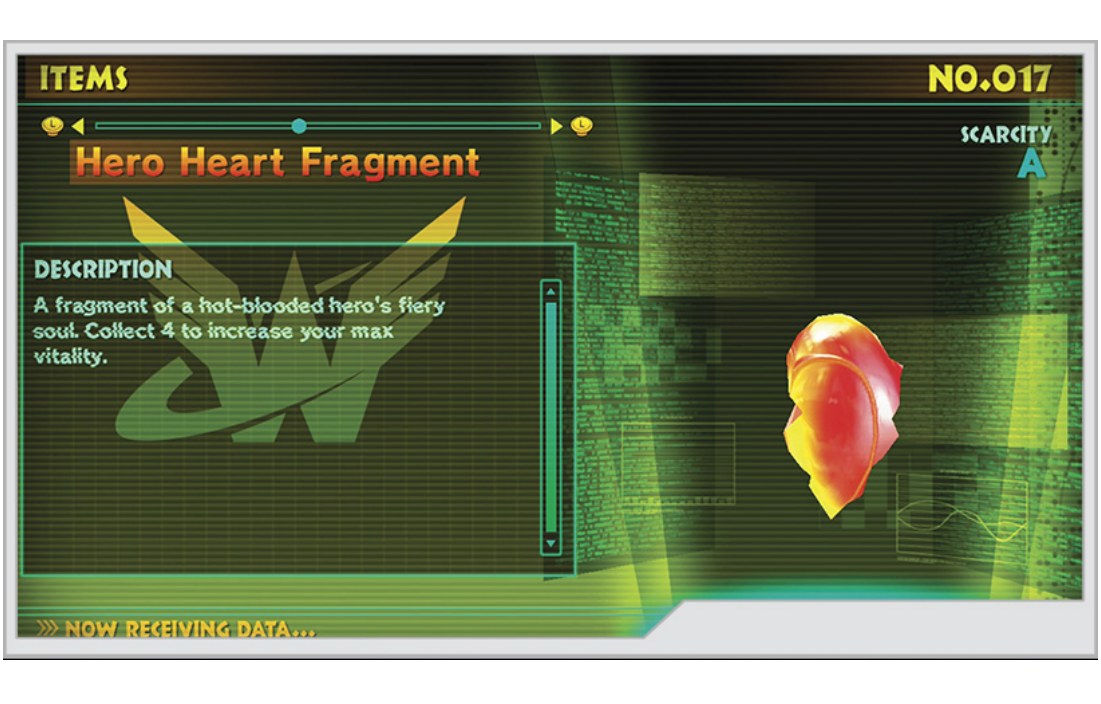


A crystal space-parfait brimming with ripe spacefruit. Fills the Unite Gauge to the max upon use.
*Using this item will lower your result score

Always. Be. Unite Morphing.

The Wonderful Parfait gives you unlimited Unite Gauge for a short time, acting as a counterpart to the Wonderful Steak. However, just like the steak, the Wonderful Parfait permanently reduces the maximum rank you can earn at the end of an Operation until you start it again from the beginning.

Hero Heart Fragments and Hero Hearts

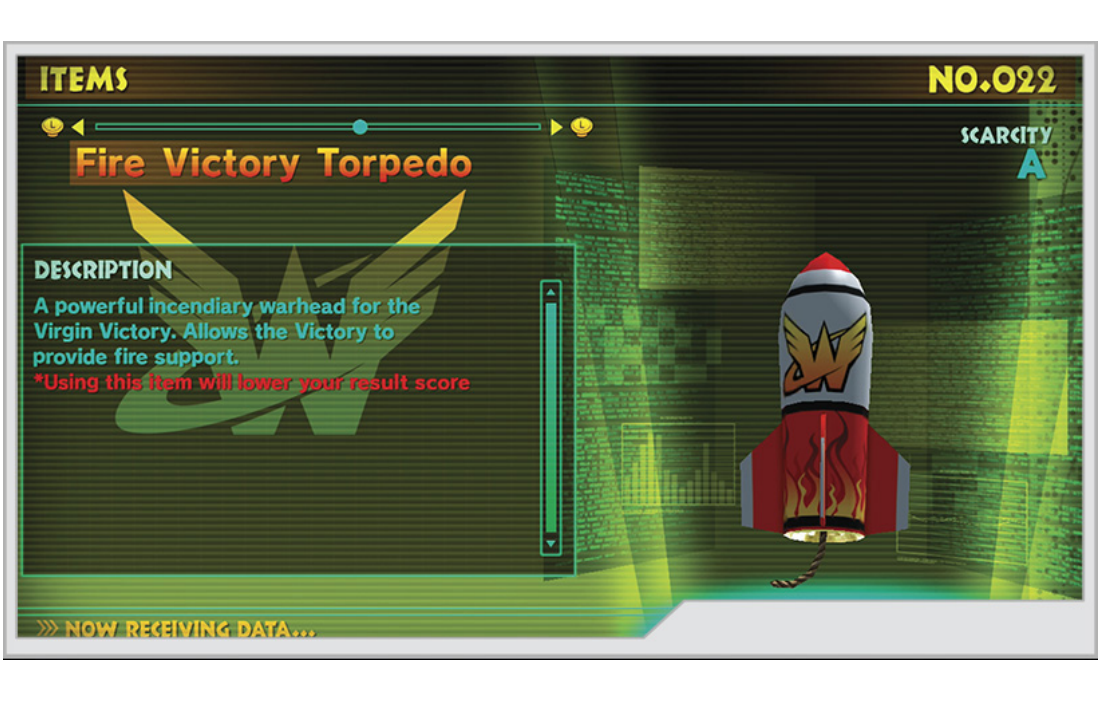


A fragment of a hot-blooded hero's fiery soul. Collect 4 to increase your max vitality.

Hearts of Justice can be broken into four convenient parts for you to find on the streets, just like real hearts!

Hidden throughout the Operations are Hero Heart Fragments. Every four fragments you find combine into a Hero Heart that boosts your Vitality Gauge, with the added bonus of completely refilling your Vitality Gauge no matter how low on health you were.

Fire Victory Torpedo

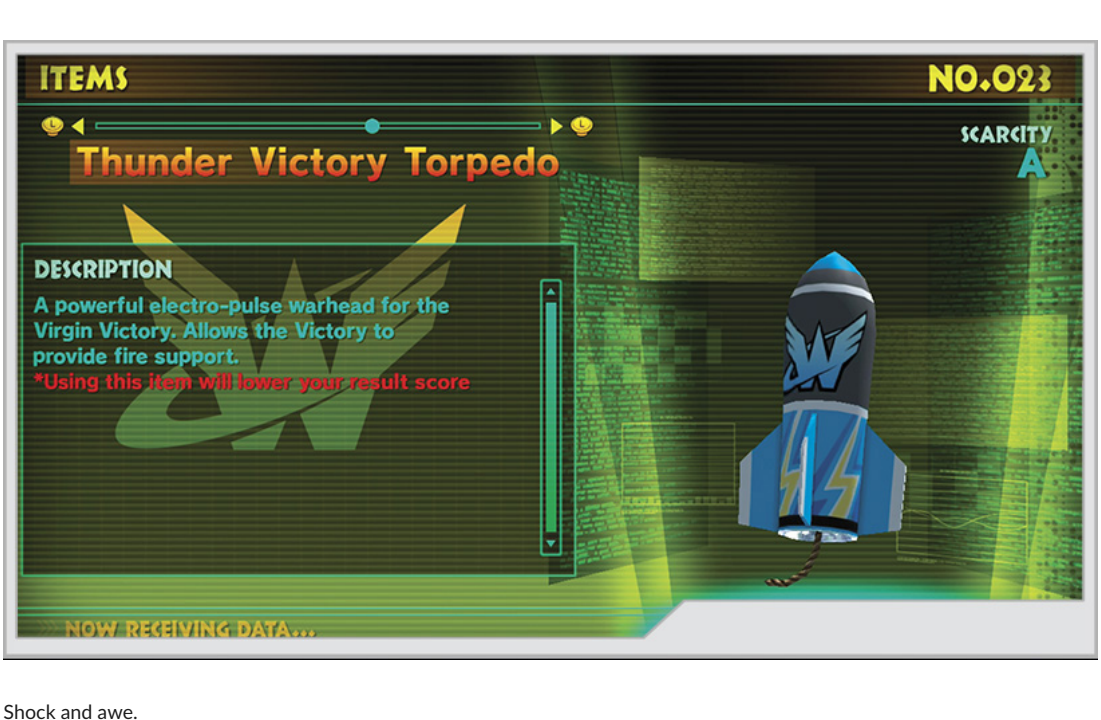


A powerful incendiary warhead for the Virgin Victory. Allows the Victory to provide fire support.
*Using this item will lower your result score

Light all the fires under all the GEATHJERKs.

At the cost of one rank level, you can cause heavy fire-based damage to every enemy onscreen. This is good in a pinch, but it costs you a rank at the end of an Operation, which cuts down its usefulness for players aiming for the best scores possible.

Thunder Victory Torpedo

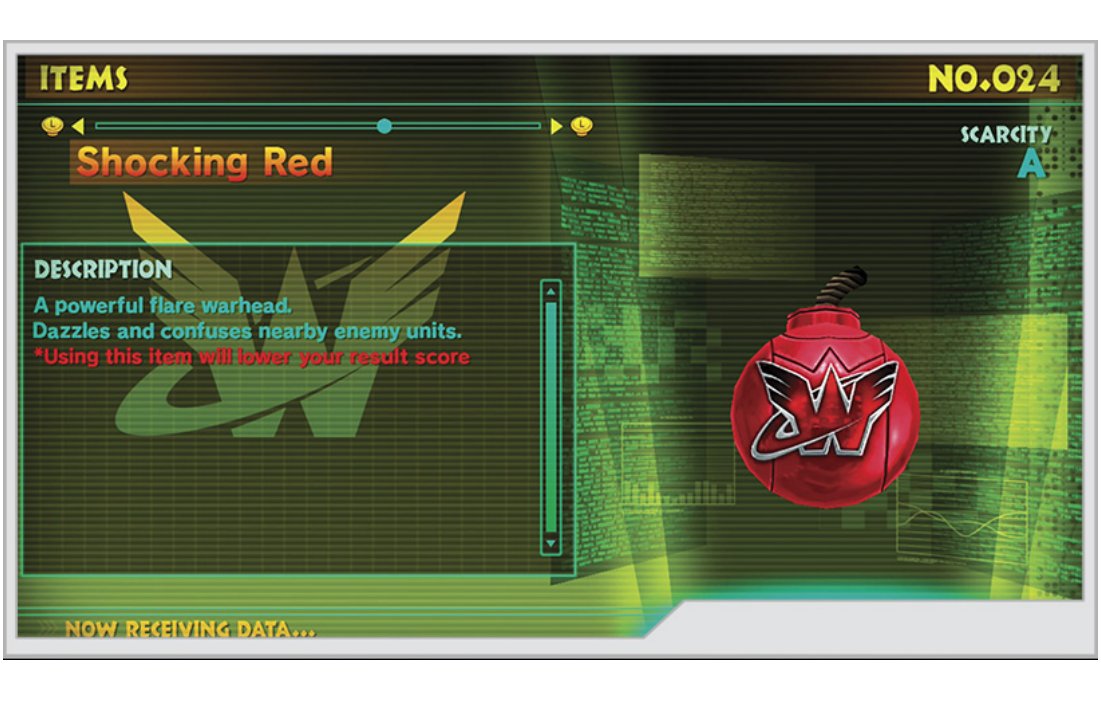


A powerful electro-pulse warhead for the Virgin Victory. Allows the Victory to provide fire support.
*Using this item will lower your result score

Shock and awe.

Similar to the Fire Victory Torpedo, the thunder version bombards the battlefield with electric death, at the cost of a rank level.

Shocking Red

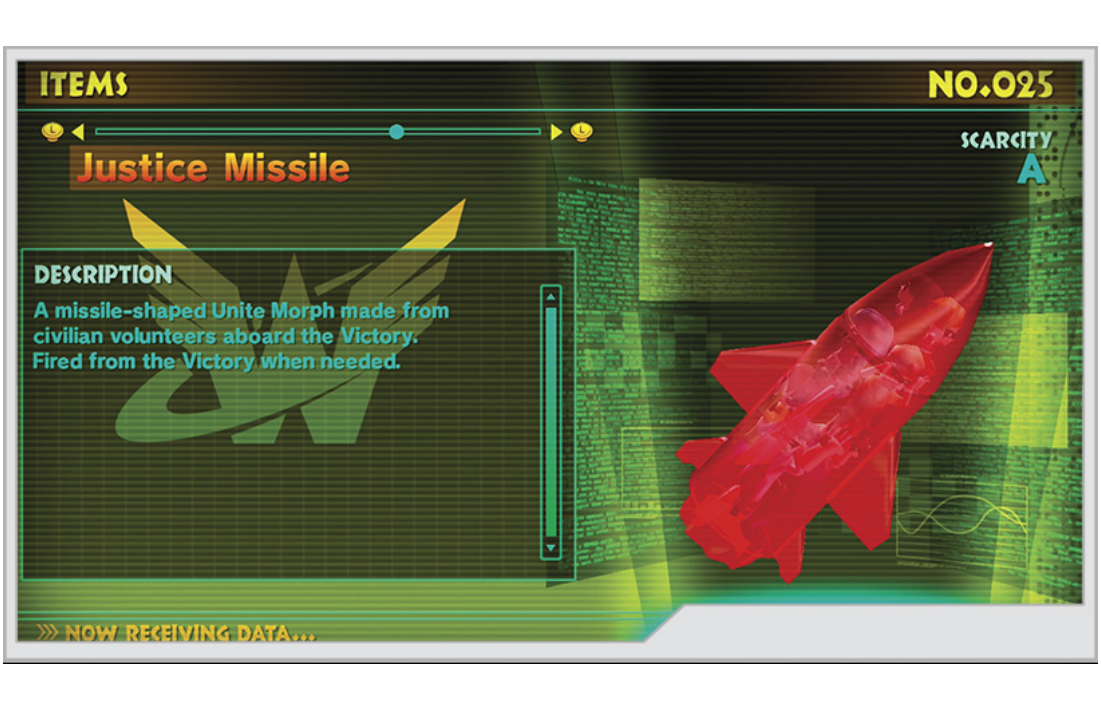


A powerful flare warhead. Dazzles and confuses nearby enemy units.
*Using this item will lower your result score

For when you've got to stun every Jerk in the room.

While the torpedoes do damage to enemies at the cost of a rank level, Shocking Red stuns every enemy onscreen. This allows you to score some pretty brutal combos, but there are more cost-effective ways to set up combos that don't cost you a full rank by default.

Justice Missile

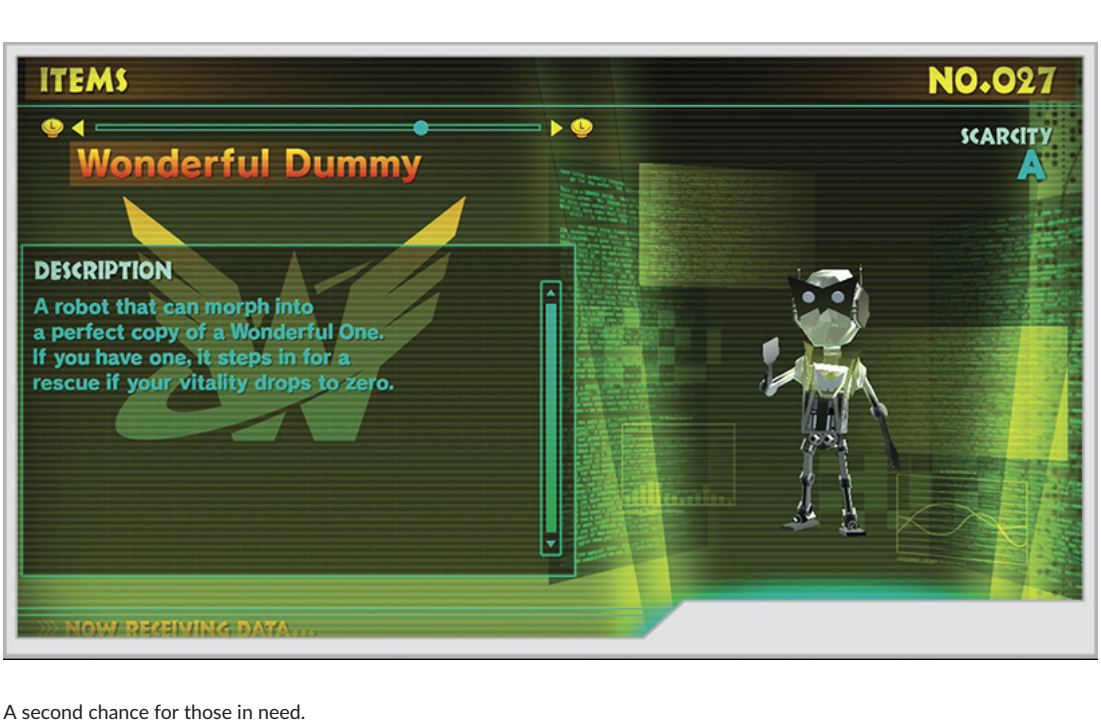


A missile-shaped Unite Morph made from civilian volunteers aboard the Victory. Fired from the Victory when needed.

Real heroes become missiles fired at their enemies from large space assault cruisers.

This is an interesting item. For every ten citizens you recruit above the standard limit of 100, you get a Justice Missile in your inventory. Firing the missile requires you to activate it, and then guide it onto the target in real time with the GamePad. Anything caught by its small area of effect takes heavy damage. This is good for sniping hard-to-hit targets, but you're left vulnerable while guiding in the missile, as you must stand still. The enemy can attack you while you're setting up the missile strike.

Wonderful Dummy

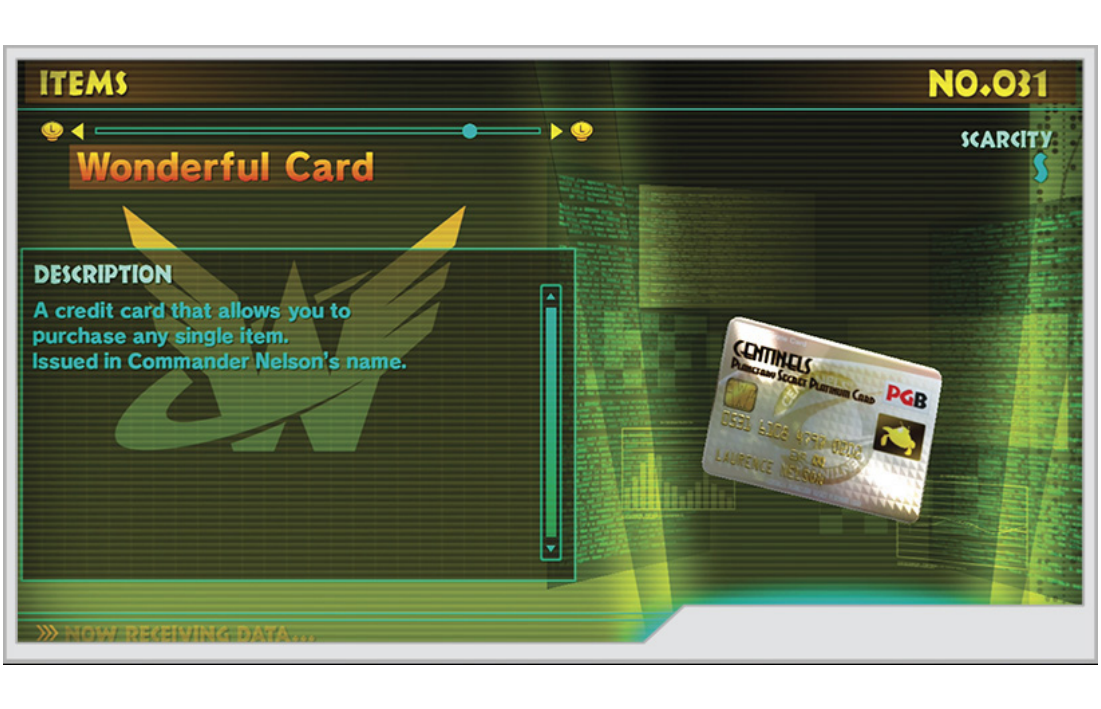


A robot that can morph into a perfect copy of a Wonderful One. If you have one, it steps in for a rescue if your vitality drops to zero.

A second chance for those in need.

Found very rarely, typically as a reward for locating five Platinum Coins, the Wonderful Dummy takes the place of a hero on the verge of defeat, absorbing a killing blow in order to let you escape and use a health-restoring item. This is one of the most limited items you can have in the game, a maximum of three total. Ideally you'll never be in a situation where this is necessary, but nobody's perfect without practicing first.

Wonderful Card

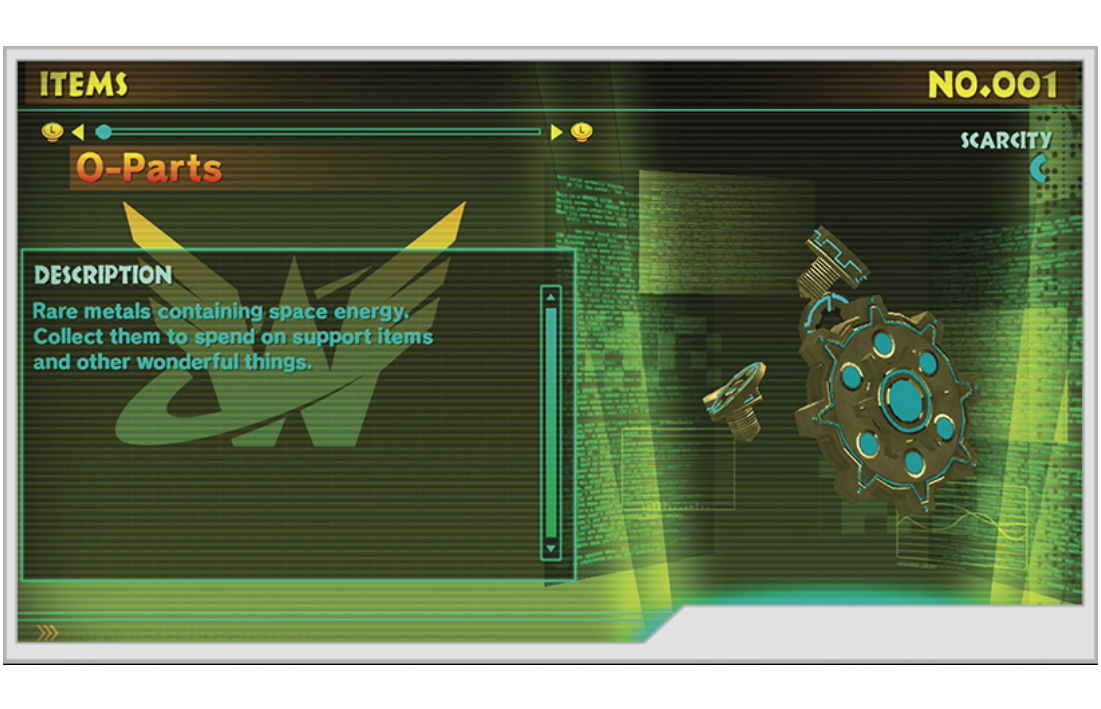


A credit card that allows you to purchase any single item. Issued in Commander Nelson's name.

Laurence is eventually going to wonder where all these odd charges from the Wonderful Mart are coming from.

Only available through the most expensive Item Mixing recipe of 30 Space Peppers, Carrots, and Eggplants, the Wonderful Card allows you to buy any item from the Wonderful Mart at no charge. Use these cards to buy the most expensive Unite Morphs and Custom Blocks from the Wonderful Mart earlier than you could if you tried saving up O-Parts for them.

O-Parts

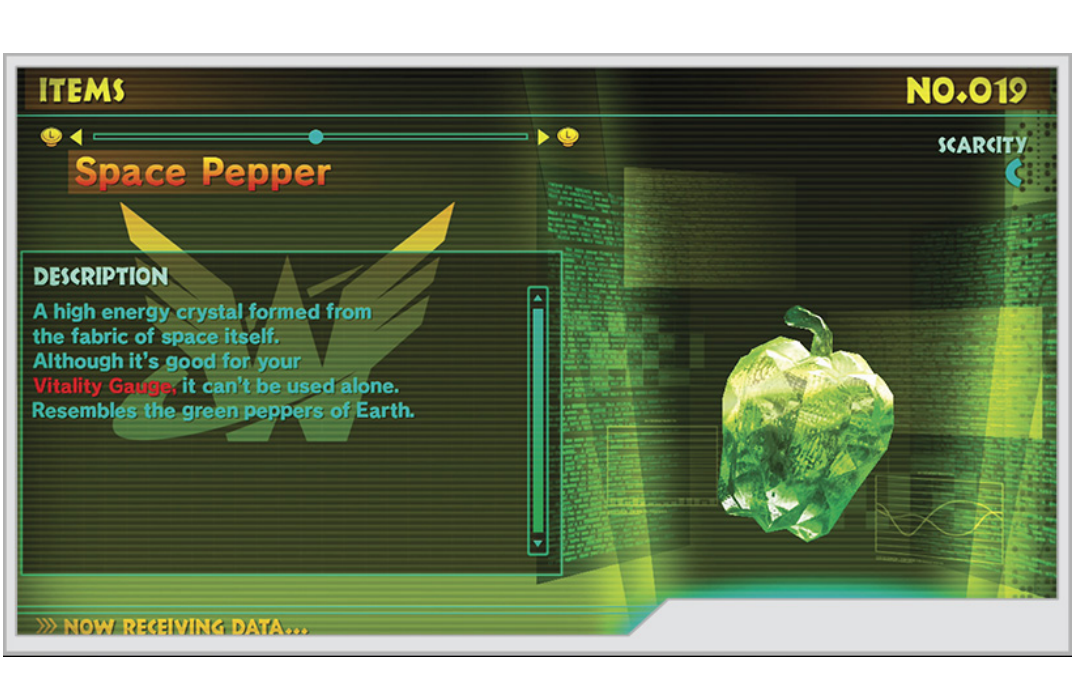


Rare metals containing space energy. Collect them to spend on support items and other wonderful things.

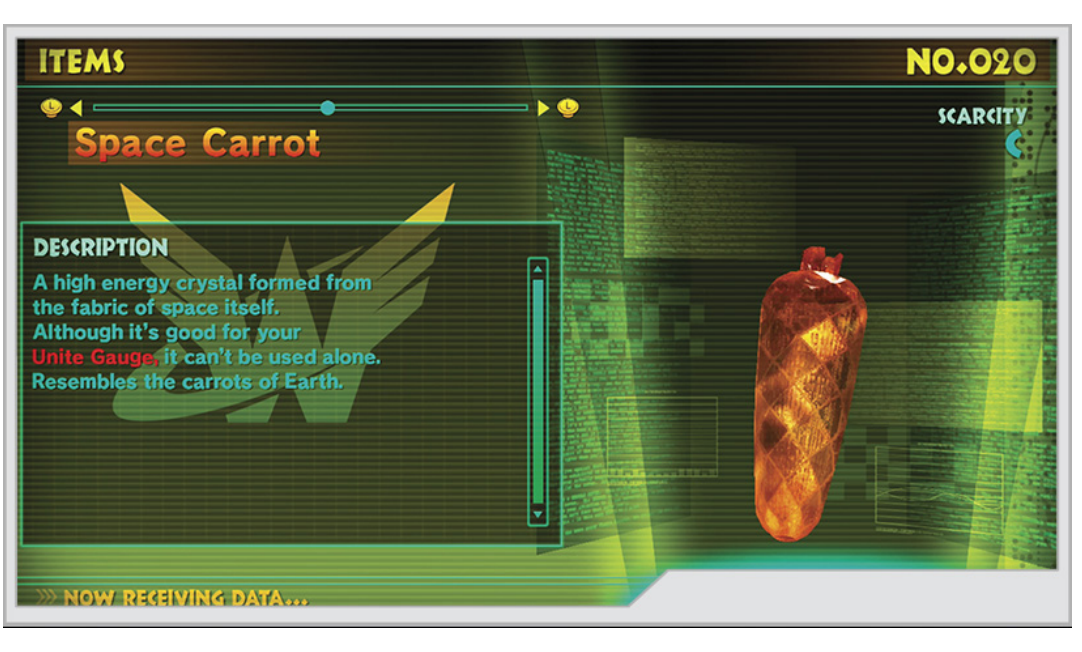
O-Parts are the reliable currency of humanity's future.

O-Parts can be found pretty much everywhere throughout the game, inside breakable objects, as rewards for destroying enemies, or just placed out in the open. They are also rewarded in large quantities for performing well during rated missions. You'll make the vast majority of your Wonderful Mart purchases with O-Parts.

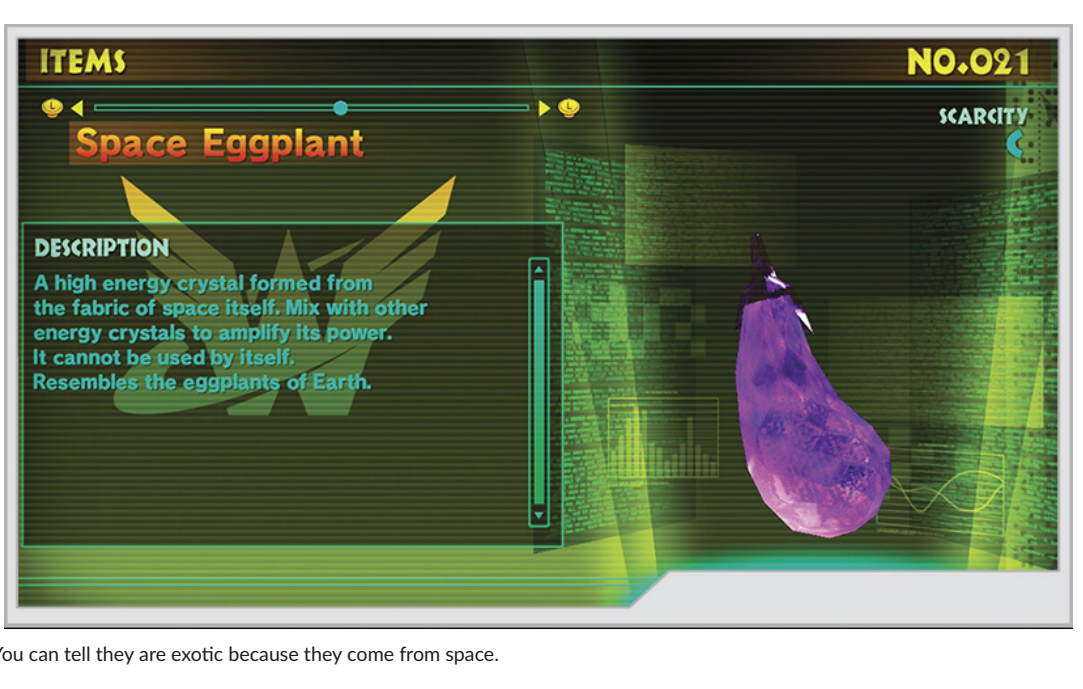
Space Peppers, Carrots, and Eggplants



A high energy crystal formed from the fabric of space itself. Although it's good for your Vitality Gauge, it can't be used alone. Resembles the green peppers of Earth.



A high energy crystal formed from the fabric of space itself. Although it's good for your Unite Gauge, it can't be used alone. Resembles the carrots of Earth.



A high energy crystal formed from the fabric of space itself. Mix with other energy crystals to amplify its power. It cannot be used by itself. Resembles the eggplants of Earth.

You can tell they are exotic because they come from space.

These unique collectibles serve one purpose: item mixing. They are found inside breakable objects and sometimes hidden away behind obstacles. It's important to collect these items as often as possible.

Item Mixing

Using the Space Peppers, Space Carrots, and Space Eggplants found throughout your adventure, it's possible to make many of the items you'd traditionally find in the field. The following is a list of all craftable items and what it takes to make them.

- Small Wonderful Noodle Soup To Go: Space Pepper x 10
- Wonderful Noodle Soup To Go: Space Pepper x20
- Super Wonderful Noodle Soup To Go: Space Pepper x30
- Small Wonderful Cake To Go: Space Carrot x10
- Wonderful Cake To Go: Space Carrot x20
- Super Wonderful Cake To Go: Space Carrot x30
- Wonderful Steak: Space Pepper x30, Space Eggplant x10
- Wonderful Parfait: Space Carrot x20, Space Eggplant x10
- Fire Victory Torpedo: Space Pepper x10, Space Carrot x30, Space Eggplant x20
- Thunder Victory Torpedo: Space Pepper x30, Space Carrot x10, Space Eggplant x20
- Shocking Red: Space Pepper x10, Space Carrot x10, Space Eggplant x10
- Wonderful Card: Space Pepper x30, Space Carrot x30, Space Eggplant x30

Enemy Weapons

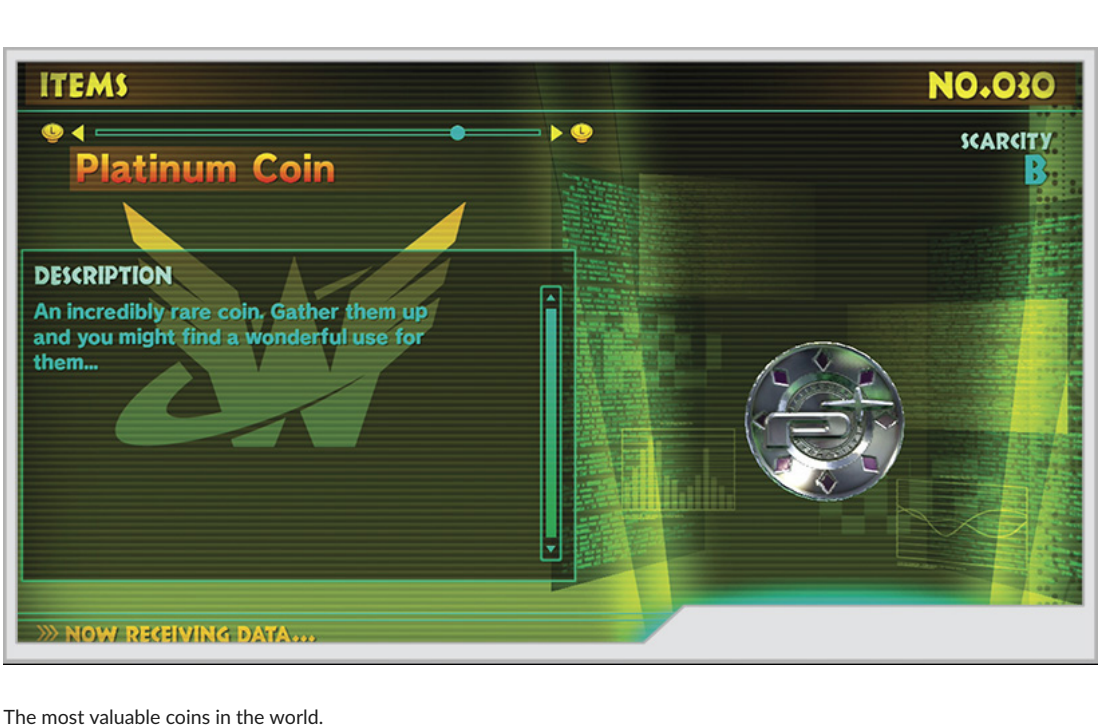
When defeated, certain enemies will occasionally drop one of their weapons. These are generally quite powerful and can make otherwise challenging encounters much easier, but they will break after a number of uses. The leader cannot use their Unite Morph while holding onto an enemy weapon, but others on the team can. Occasionally, certain missions will provide the following weapons for you to use in light of restrictions placed on your abilities:

- Chew Dough-Goo Fists: Similar to the Unite Hand, the Chew Dough-Goo fists can deliver powerful punch combos, though these are weaker than the full potential of Unite Hand by a large degree.
- Dahkarts Tail: Working similarly to the Unite Whip ability, the Dahkarts Tail is a strong enemy weapon that can hit surprisingly fast and from a good distance away. Good to combine with other ranged Unite Morphs.
- Hoedown Cannon: Capable of firing cannonballs at a fairly rapid pace compared to the actual Hoedown, this cannon can break through most armor protection (short of spiked armor on the Gehdown and the Gedie Dough-Goo) and can even stun certain opponents.
- Raydown Cannon: Similar in appearance to the Hoedown Cannon save for the blue coloration, the Raydown Cannon fires a sustained laser that cuts through nearly every enemy to cause damage. However, it is significantly weaker than the Hoedown Cannon, and in situations where the enemy is highly mobile, it is not a recommended weapon to fall back on.
- Ankho Chainsword: This weapon handles similarly to the Unite Sword, but it swings slower; overall, the user has fewer options because of its lack of speed. However, its serrated edge can inflict heavy damage over time once the weapon really gets going inside its targets.
- Doora Claws: A one-shot weapon that travels slowly forward, but on impact it causes heavy damage to an enemy. Later missions in the game tend to send many Doora of all kinds after you at once, so there can be a lot of opportunities for this weapon.
- Surey Doora Throwing Star: Operating similarly to the Doora claws, the throwing star travels forward at a set pace, causing heavy damage to whatever it contacts. It can cut through multiple targets, which is useful if you're facing multiple enemies that are not quite maneuverable.
- Gurry Doora Drills: The hardest hitting of the Doora weapons, the drills can ignore armor and other defensive measures by enemies and still cause good damage from a distance.

Collectibles

Nearly every Operation has several collectibles placed throughout, all of which contribute toward full completion of the game. Some of the collectibles reward you with special items for finding them, while others help expand your knowledge of the Wonderful 101.

Platinum Coins



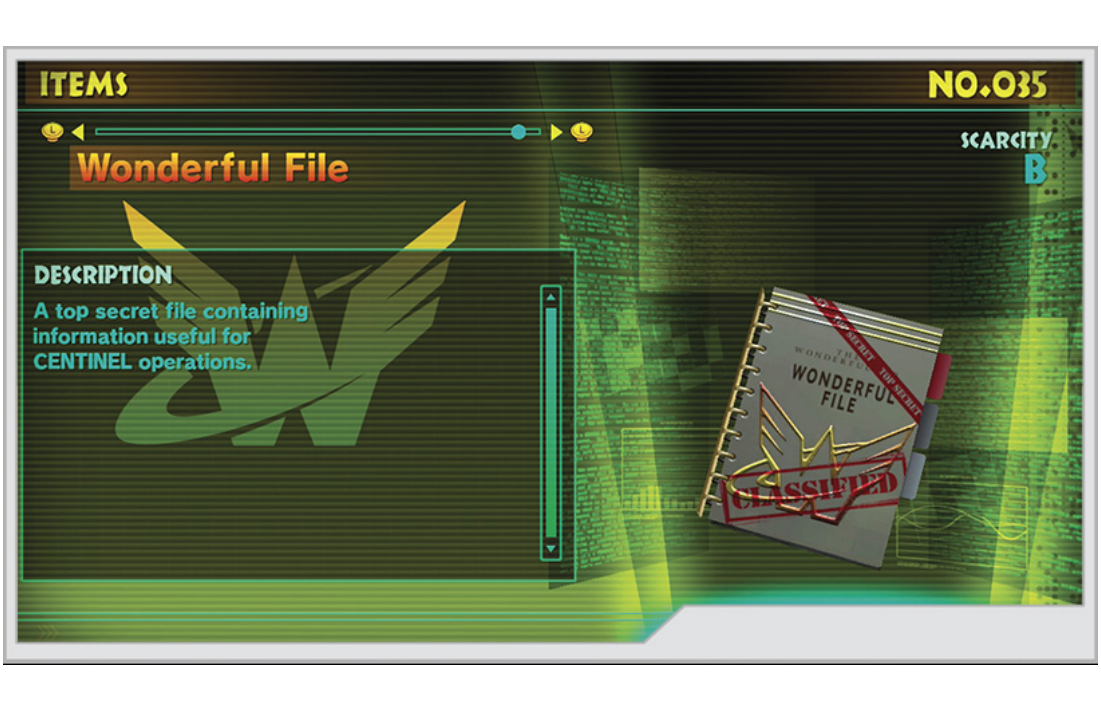
An incredibly rare coin. Gather them up and you might find a wonderful use for them...

The most valuable coins in the world.

Five Platinum Coins are scattered throughout many of the Operations. Exceptions to this are the Prologue, Epilogue, and the Boss Battle missions at the end of every Operation. These missions have no Platinum Coins to collect.

Collecting the five Platinum Coins in a given Operation will grant you a bonus item, typically something that is quite rare.

Wonderful Files

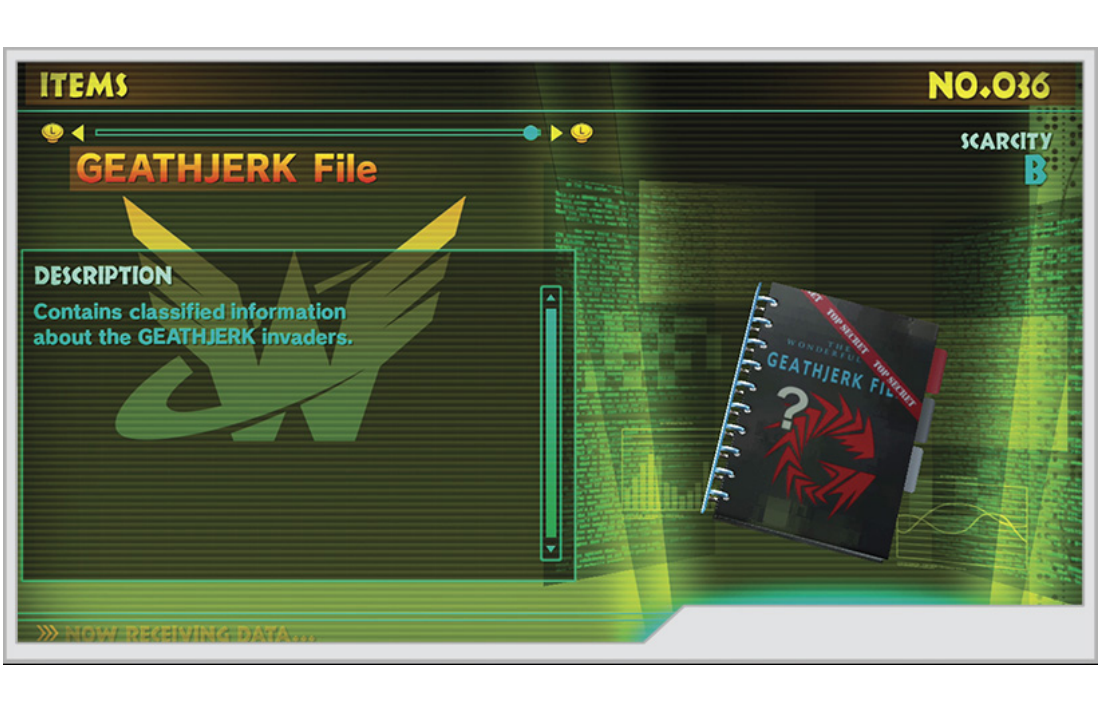


A top secret file containing information useful for CENTINEL operations.

Ask not why highly classified documentation about the CENTINELS was found in a suburban garage—just find them all!

Wonderful Files have information about the various people who work for the CENTINELS and the equipment they use. Scattered throughout every Operation (except boss battles) are several Wonderful Files. Collecting the them goes toward the Database Ace Achievement.

GEATHJERK Files

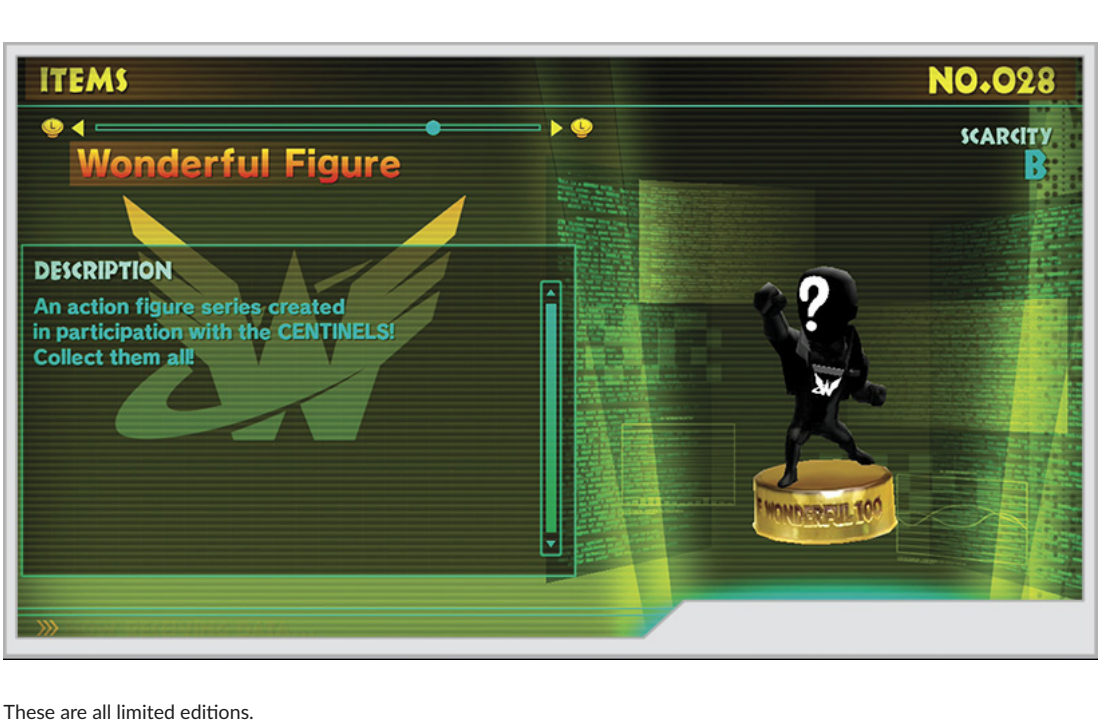


Contains classified information about the GEATHJERK invaders.

Everything you ever wanted to know about Jerks can be found here!

Also scattered throughout the Operations are GEATHJERK Files. Typically you'll find a pertinent file sometime after encountering a Jerk for the first time. Locating these contributes toward the Database Ace Achievement, so don't miss out!

Wonderful Figures



An action figure series created in participation with the CENTINELS! Collect them all!

These are all limited editions.

These special statues are hidden throughout the world, showing a member of the Wonderful One-Double-Oh in their finest poses. Some of these are limited to being rewards for completing Kahkoo-regah missions on different difficulty settings. You can earn the Figure Hunter and Hero Collection Achievements for finding half and all of the figures, respectively.

Wonderful Ones

They're the Won-Beatable, Won-Stoppable, Wonderful One-Double-Oh

The moment the GEATHJERK invasion of Earth began, an emergency order was issued by CENTINELS command to mobilize the entire Wonderful One-Double -Oh, sending them into action worldwide to try and counter the Jerks wherever they might be. Unfortunately, the global nature of this issue has gotten many Wonderful Ones missing in action throughout the globe, or sometimes they might be delayed at catching up with the main force. You start the game with 20 heroes but can eventually expand this to 100 permanent members by recruiting them during the various Operations.

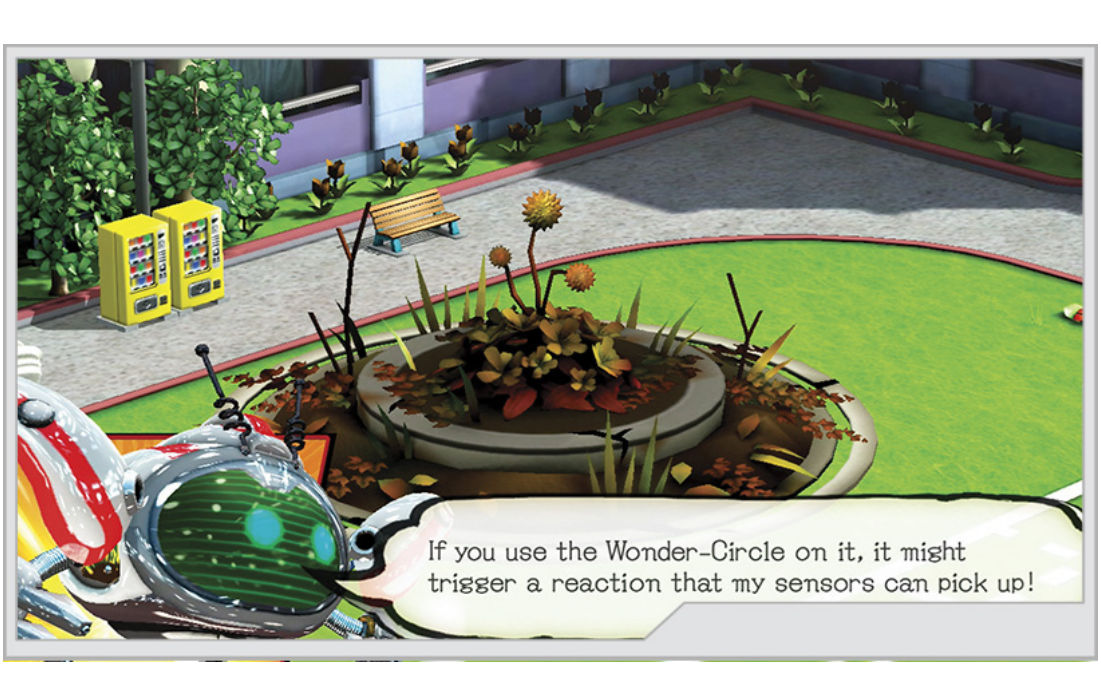
In addition to heroes you recruit during the action, there is an elite group of hidden heroes that can be permanently unlocked for use by accomplishing a series of achievements, which can further boost your numbers.

How to Find Items and Collectibles

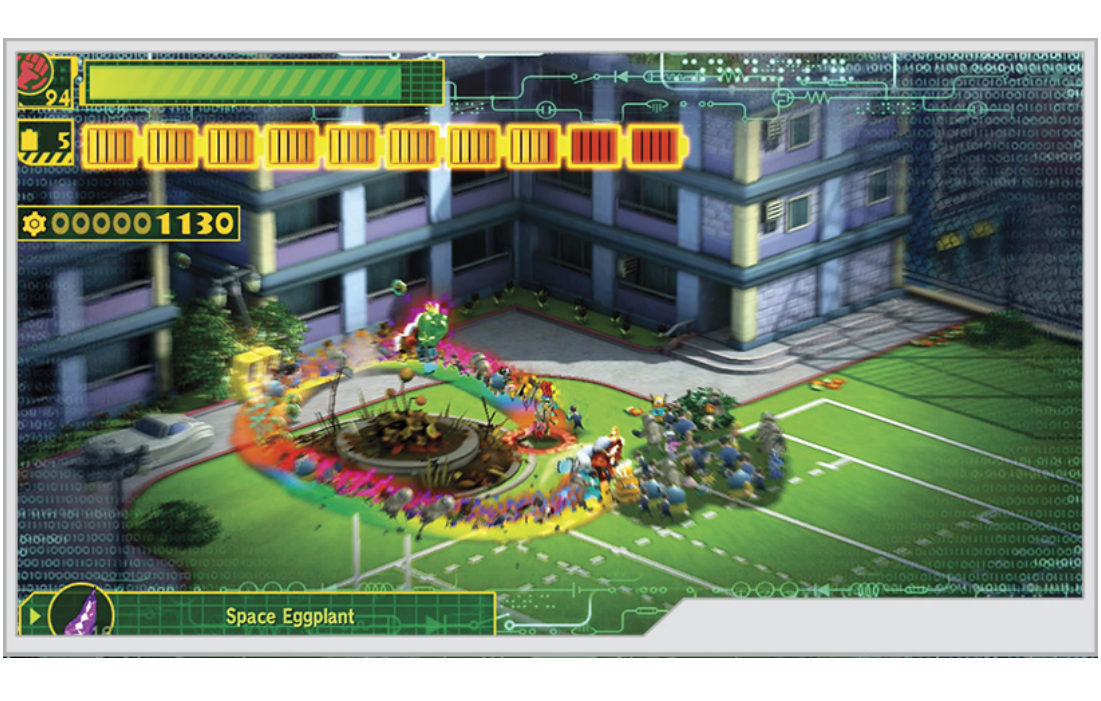
Most collectibles and items are in plain sight; you can simply run up to them or use a combination of your abilities to get around obstacles standing in your way. Others still can be found by destroying anything in the area that can be destroyed, be they inanimate objects or GEATHJERK scum. However, there are some items and collectibles hidden away that require special attention.

1. Use the Wonder-Liner!

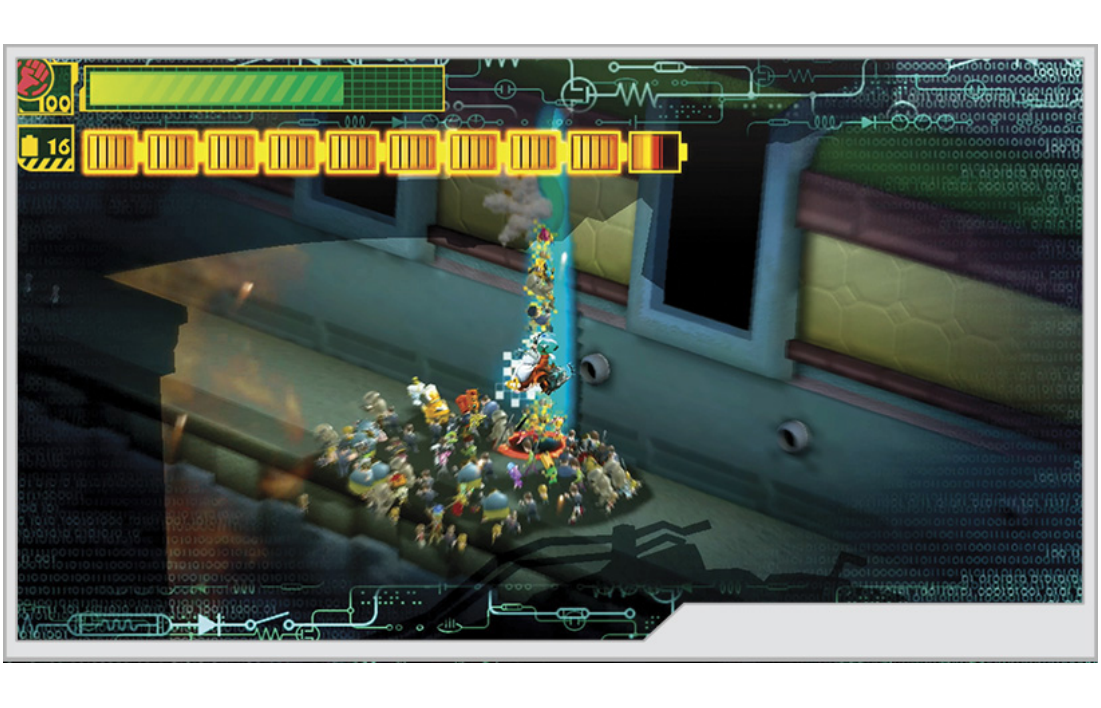
The Wonder-Liner allows you to set up your various Unite Morph attacks. However, it can be used in a variety of ways to locate hidden items. For example, you can:



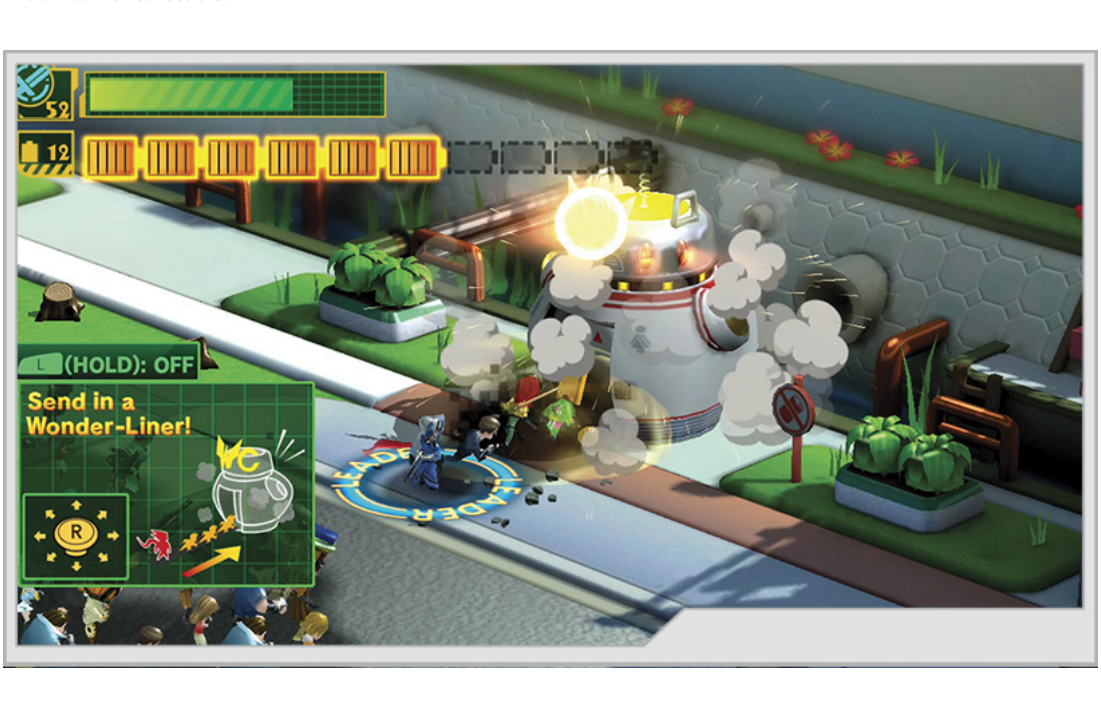
If you use the Wonder-Circle on it, it might trigger a reaction that my sensors can pick up!



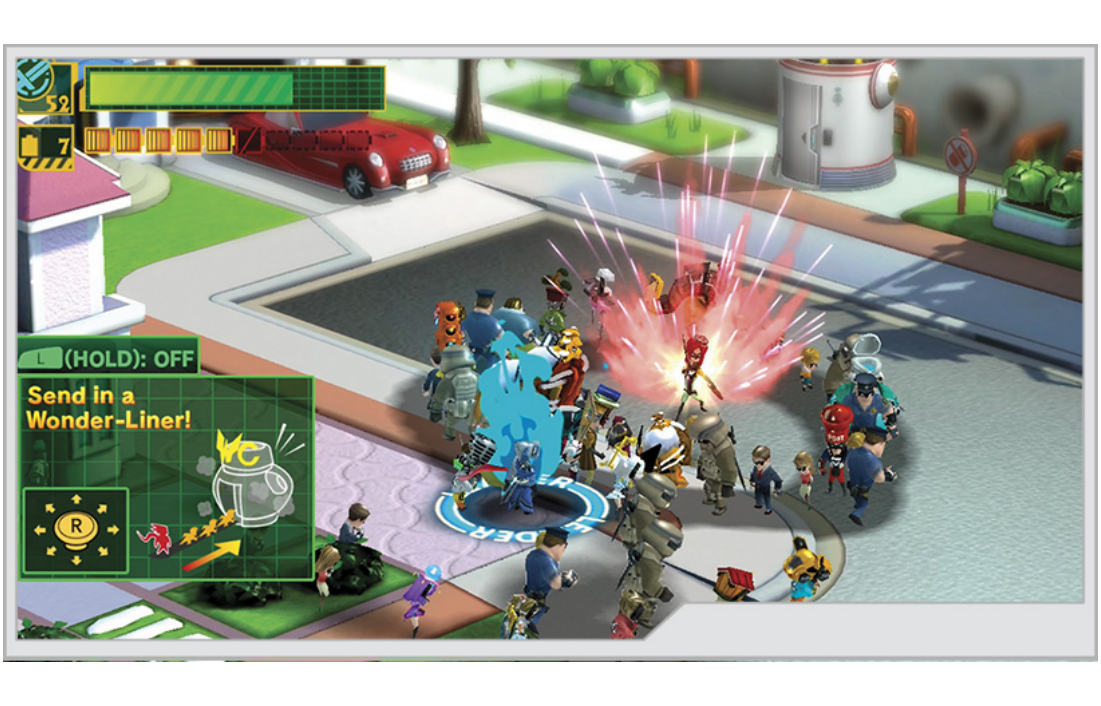
Wrap the Wonder-Liner around a dead flower bed to rejuvenate it, which will grant you an item or collectible.



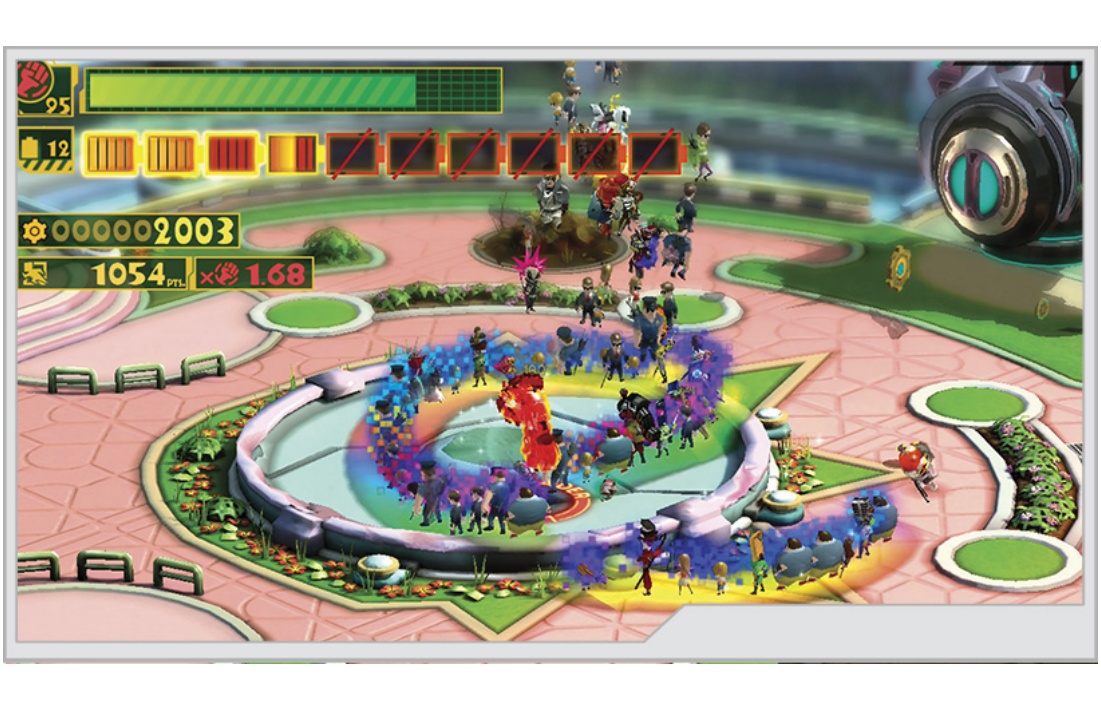
Send the Wonder-Liner into an open window, manhole cover, hole in the ground, or otherwise unreachable small passage to find an item or collectible.



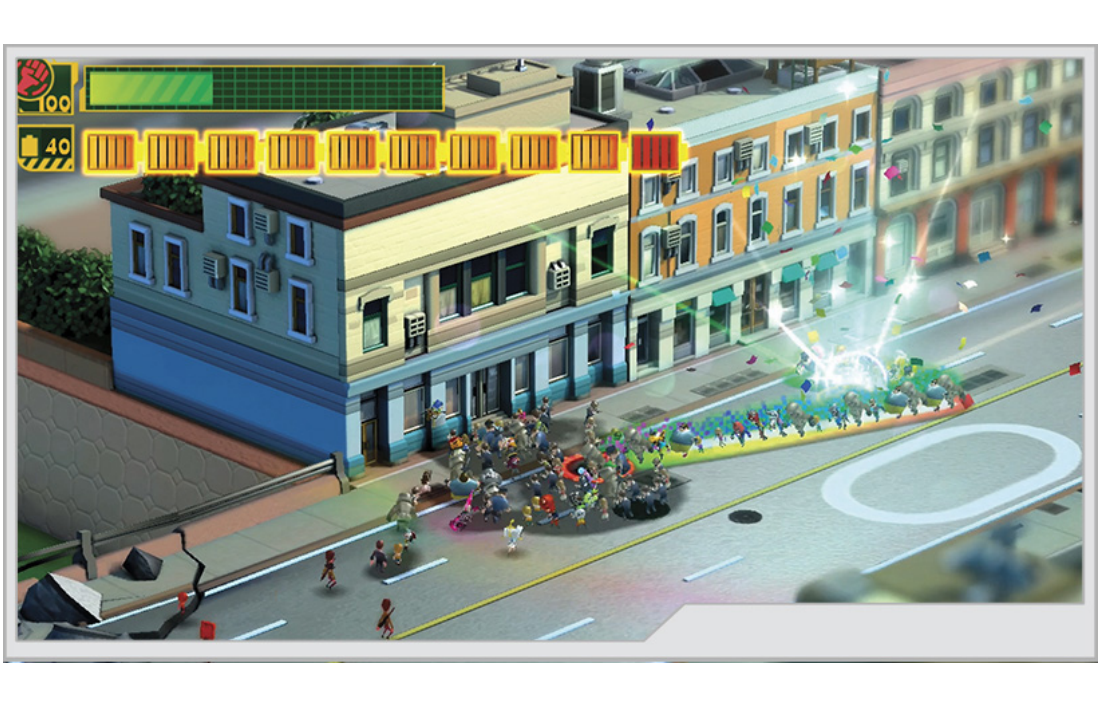
Send the Wonder-Liner into a Wonderful Toilet. These toilets are found in every locale you'll visit, from cities to ancient temples. They are actually secret supply stations for Wonderful Ones to use. You do need to have a certain number of heroes to be stuffed inside before you get access to whatever hidden items they have available.



Wrap a Wonder-Liner around a Wonderful One to recruit them.



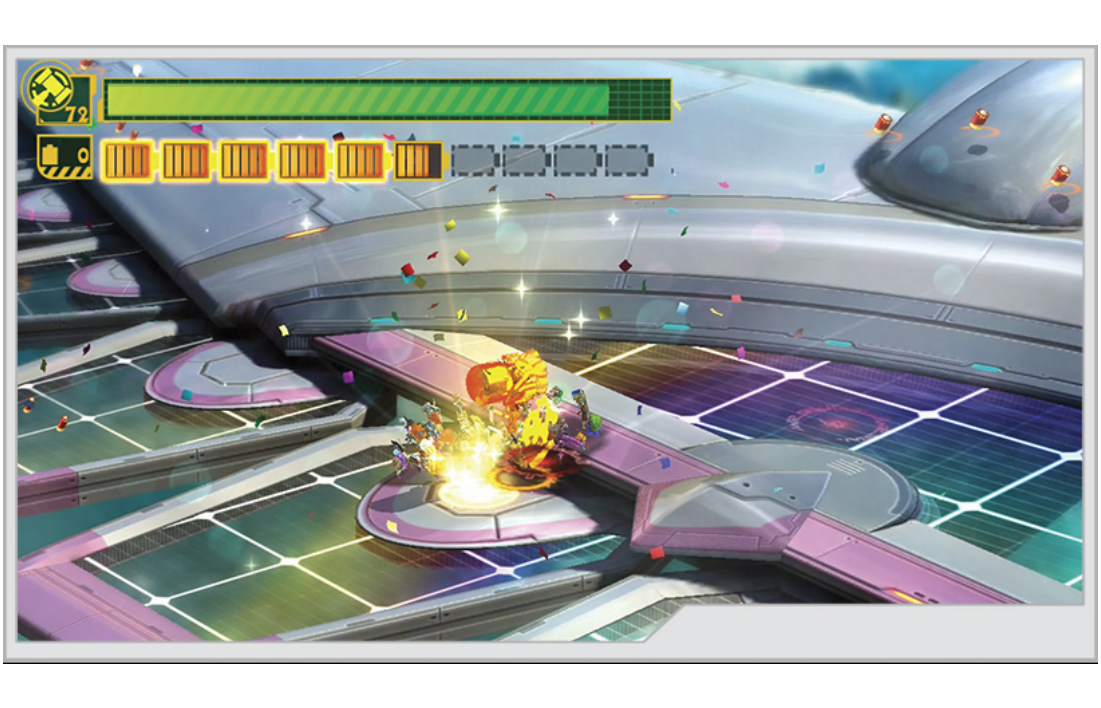
Draw the Wonder-Liner in a circle around certain objects or formations on the ground to uncover a hidden item.



Lastly, certain hidden items and collectibles may require you to draw the Wonder-Liner in a specific shape that matches what you see on the ground.

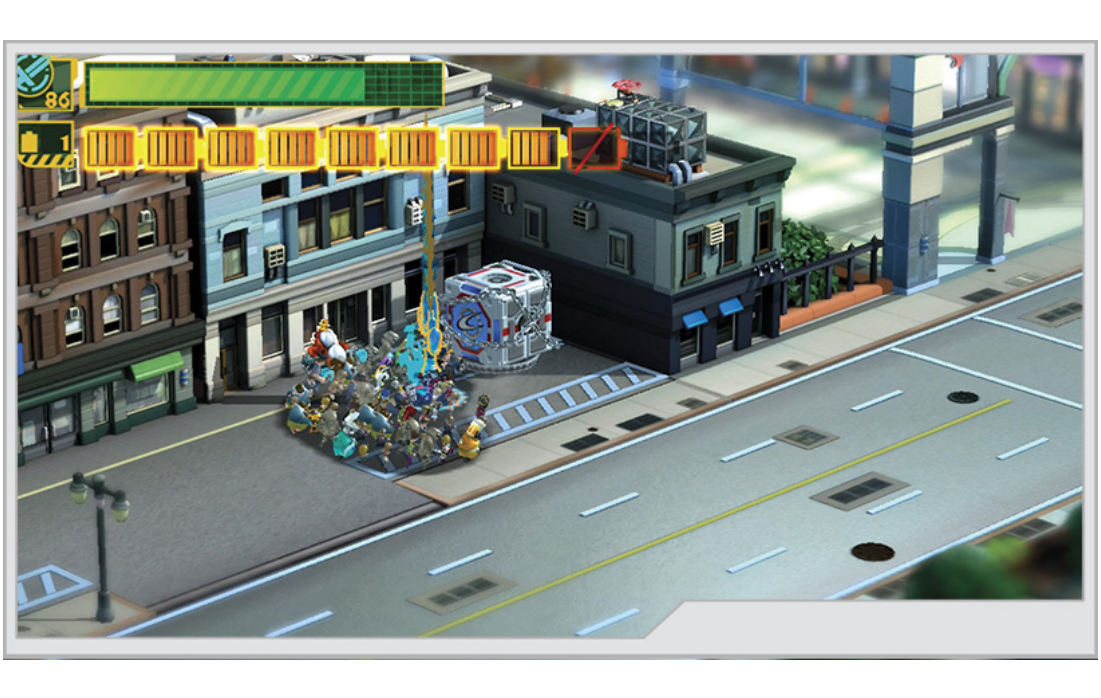
In all of these cases, save for recruiting Wonderful Ones or rejuvenating flower beds, once you've found a hidden item with the Wonder-Liner, a glowing Wonderful logo will appear in place of the hidden item. This indicates that you've found it and can keep moving during later playthroughs of a level.

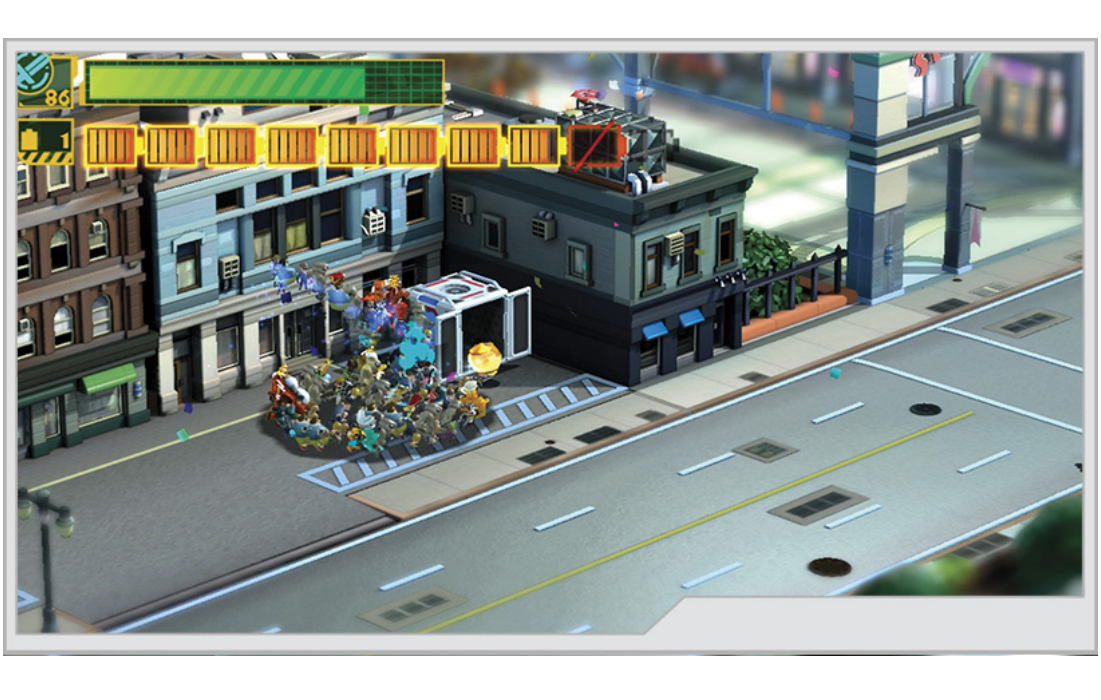
2. Use Unite Hammer!



A number of items hidden throughout the game require the use of Unite Hammer. Unfortunately, you don't get access to Unite Hammer until you run into Wonder-Yellow during Operation 003, which means you'll have to backtrack through the Prologue and the first two Operations in order to locate everything. Keep in mind, you earn a series of achievements for locating all of the hammer spots hidden in every Operation. As with locating hidden items with the Wonder-Liner, hammer spots you find will be indicated by a Wonderful logo, visible in future playthroughs. Even if you have already recovered an important collectible from a hammer spot, later run-throughs will replace those collectibles with food items that can help you out.

3. Open Supply Boxes!





The CENTINELS have sent supply boxes to every corner of the globe. Valuable items are inside them, to be recovered by Wonderful Ones in the field. As a security precaution, these supply boxes are sealed with complex lock mechanisms; you can only open them by using the Unite Morph indicated by the color of the supply box. The following list explains what you need to use for each color:

Red: Unite Hand

Blue: Unite Sword

Green: Unite Gun

Pink: Unite Whip

Yellow: Unite Hammer

White: Unite Claw

Purple and Black: Unite Bomb

The Wonderful Mart

It's not quite home, but it still has everything you need.

At the end of a given Operation section, you can hit the Wonderful Mart to purchase any upgrades for your heroes and any items you need to help stay in the fight. Purchasing anything requires O-Parts, which you earn during combat by breaking stuff throughout the places you visit and as a reward for the ranks you earn during the graded missions. You can bypass the price of any item using a Wonderful Card, but those can only be crafted with the Item Mixer menu, and it takes time to get the necessary materials to do that, so use the cards sparingly.

There are four categories to shop from at the Wonderful Mart: Items, Unite Morphs, Custom Blocks, and Skills.

Items

The Items category includes all of the goodies necessary to keep you running in the middle of a fight or help bring extra explosions to the fight. Generally, there's not a whole lot of call to spend your O-Parts here, as you should be concentrating on saving up for new Unite Morphs, Custom Blocks, or Skills. However, among the items is a special enhancement for P-Star, your little robot assistant. The Treasure Sensor is expensive, but it will allow P-Star to ping whenever you get close to a hidden item. This can help you locate hammer spots with greater ease, helping reduce the time spent stumbling around looking for them.

Name	Price
Small Wonderful Noodle Soup To Go	5,000 p
Wonderful Noodle Soup To Go	10,000 p
Super Wonderful Noodle Soup To Go	20,000 p
Small Wonderful Cake To Go	10,000 p
Wonderful Cake To Go	15,000 p
Super Wonderful Cake To Go	25,000 p
Wonderful Steak	50,000 p
Wonderful Parfait	50,000 p
Fire Victory Torpedo	50,000 p
Thunder Victory Torpedo	50,000 p
Shocking Red	80,000 p
Wonderful Dummy	100,000 p
Treasure Sensor	300,000 p

Unite Morphs

Outside of the Unite Morphs acquired when you pick up one of the 7 main heroes, there are 12 more Unite Morphs you can purchase from the Wonderful Mart. These aren't all available right away; some appear only after you complete a specific Operation. You should strive to acquire every one of these, as they will greatly enhance your offensive and defensive capabilities. In particular, Unite Guts and Unite Spring are your most important Unite Morphs, and they start off relatively cheap. Get them as soon as you complete the Prologue.

Name	Price
Unite Guts	15,000 p
Unite Spikes	250,000 p
Unite Spring	30,000 p
Unite Drill Spring	600,000 p
Unite Blade Glider	200,000 p
Unite Ball	100,000 p
Unite Spike Ball	500,000 p
Unite Rocket	150,000 p
Unite Tombstone	300,000 p
Unite Camp	500,000 p
Wonderful Forever	1,000,000 p
Platinum Forever	1,000,000 p

Custom Blocks

Custom Blocks allow you to enhance your abilities in and outside of Unite Morphs, allowing for greater flexibility in combat. At first, you're only able to use one Custom Block at a time, but eventually you can set up to seven blocks and really experiment with them. Unfortunately, all Custom Blocks are extremely pricey, and like the purchasable Unite Morphs, not all of them are available right out the gate, unlocking as you proceed farther into the game.

Name	Price
Speed Charge	500,000 p
Unite Charge	800,000 p
Energy Converter	100,000 p
Safeguard	500,000 p
Double Power	500,000 p
Item Catcher	200,000 p
Healing Guts	200,000 p
Auto-Guts	300,000 p
Dodge Mine	400,000 p
Hero Time	600,000 p
Hero Counter	600,000 p
Hero Sense	900,000 p
Ukemi	800,000 p

Skills

There are three skills you can purchase from the Wonderful Mart, and they are quite worth the O-Parts they'll set you back by, which is a lot. We especially recommend the Attack Liner skill; pick it up as early as possible. You can draw the Wonder-Liner through targets and deal continuous damage to enemies that don't outright repel your heroes on contact.

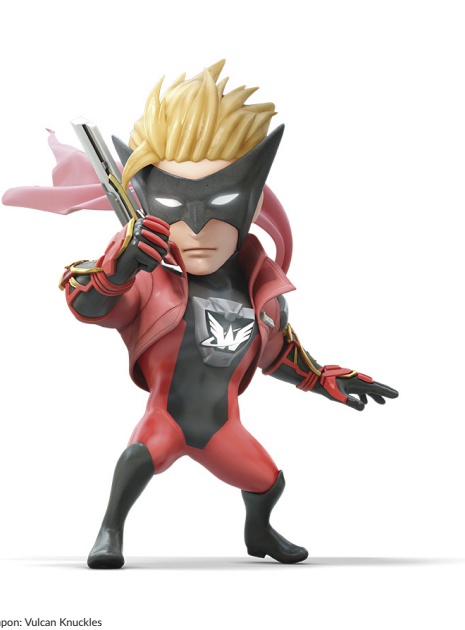
Name	Price
Attack Liner	150,000 p
Speed Liner	300,000 p
Formation Charge	500,000 p

CENTINELS Personnel Information

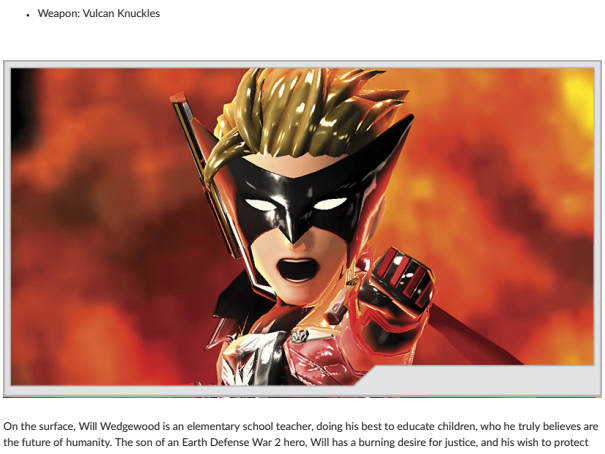
CENTINELS Personnel Information

There are 100 members of the Wonderful 100, all Wonderful Ones of unsurpassed skill and bravery. However, among them are seven individuals who stand tall among all other masked warriors who fight for our world. These seven heroes will appear over the course of the story at specific events and will bring with them a new power that will enhance your arsenal.

Wonder-Red: The Crimson Fist

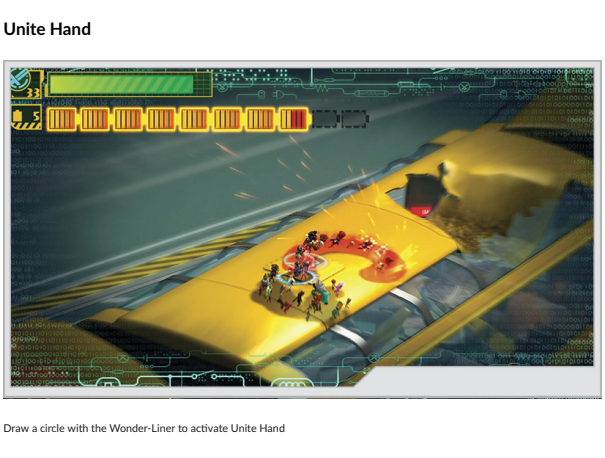


- Weapon: Vulcan Knuckles

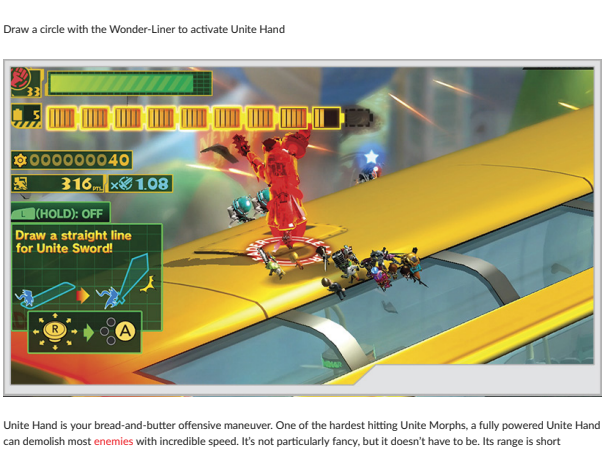


On the surface, Will Wedgewood is an elementary school teacher, doing his best to educate children, who he truly believes are the future of humanity. The son of an Earth Defense War 2 hero, Will has a burning desire for justice, and his wish to protect peace on Earth drove him to join the CENTINELS, where he received the moniker Wonder-Red. The third GEATHJERK invasion of Earth has thrust Wonder-Red into the role of leader to all Wonderful Ones, a role he takes in stride, despite the misgivings of his more experienced teammates. With his trademark Vulcan Knuckles, Wonder-Red delivers utterly devastating punches. He is the primary user of Unite Hand.

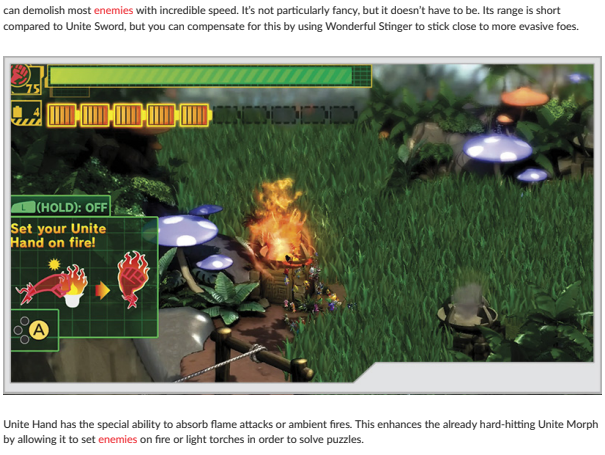
Unite Hand



Draw a circle with the Wonder-Liner to activate Unite Hand



Unite Hand is your bread-and-butter offensive maneuver. One of the hardest hitting Unite Morphs, a fully powered Unite Hand can demolish most enemies with incredible speed. It's not particularly fancy, but it doesn't have to be. Its range is short compared to Unite Sword, but you can compensate for this by using Wonderful Stinger to stick close to more evasive foes.

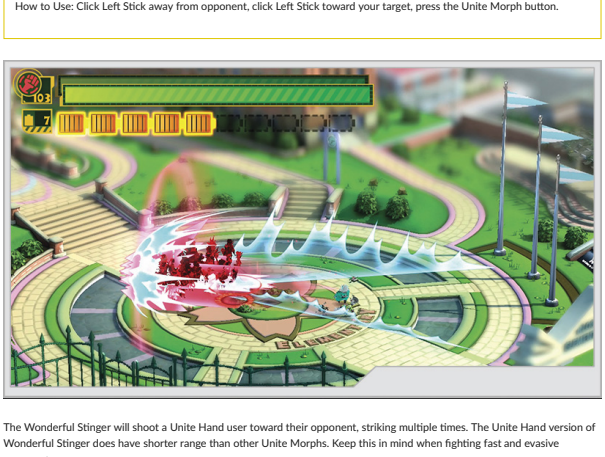


Unite Hand has the special ability to absorb flame attacks or ambient fires. This enhances the already hard-hitting Unite Morph by allowing it to set enemies on fire or light torches in order to solve puzzles.

Wonderful Stinger

Note

How to Use: Click Left Stick away from opponent, click Left Stick toward your target, press the Unite Morph button.

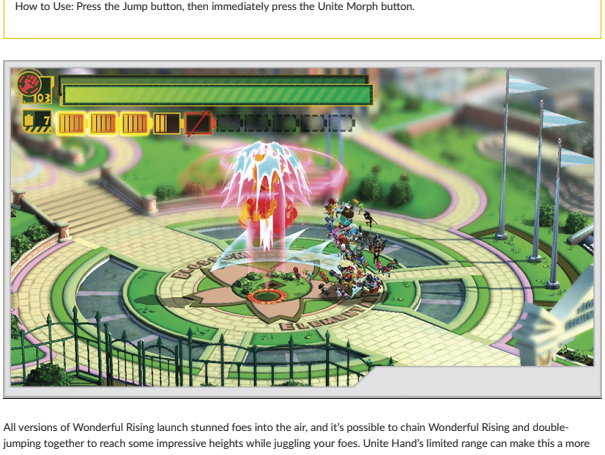


The Wonderful Stinger will shoot a Unite Hand user toward their opponent, striking multiple times. The Unite Hand version of Wonderful Stinger does have shorter range than other Unite Morphs. Keep this in mind when fighting fast and evasive opponents.

Wonderful Rising

Note

How to Use: Press the Jump button, then immediately press the Unite Morph button.

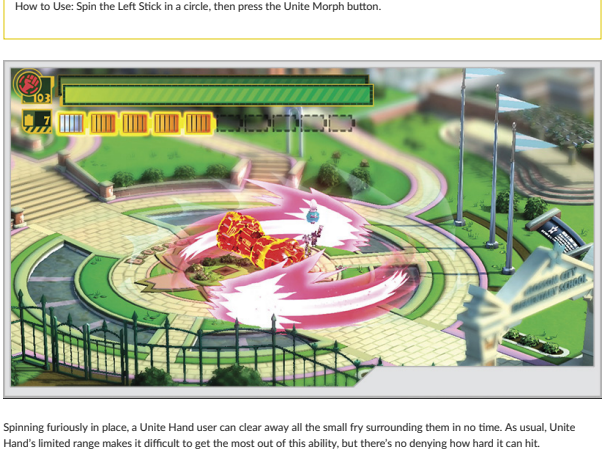


All versions of Wonderful Rising launch stunned foes into the air, and it's possible to chain Wonderful Rising and double-jumping together to reach some impressive heights while juggling your foes. Unite Hand's limited range can make this a more difficult attack to land, so make sure you are right next to your stunned victim before using Wonderful Rising.

Wonderful Cyclone

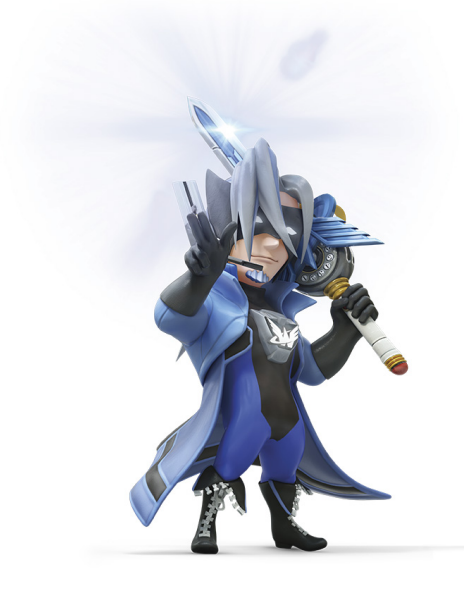
Note

How to Use: Spin the Left Stick in a circle, then press the Unite Morph button.

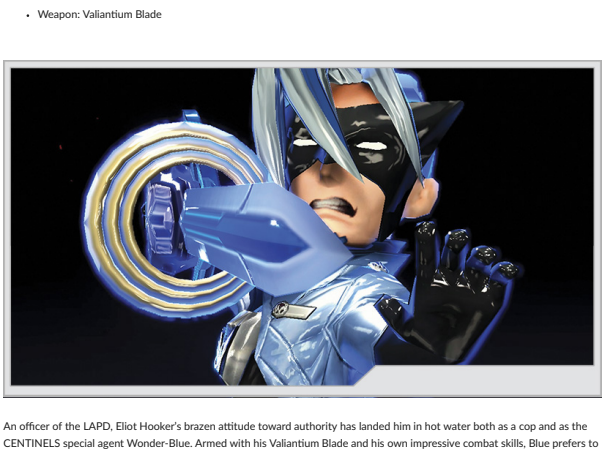


Spinning furiously in place, a Unite Hand user can clear away all the small fry surrounding them in no time. As usual, Unite Hand's limited range makes it difficult to get the most out of this ability, but there's no denying how hard it can hit.

Wonder-Blue: The Supersonic Blade

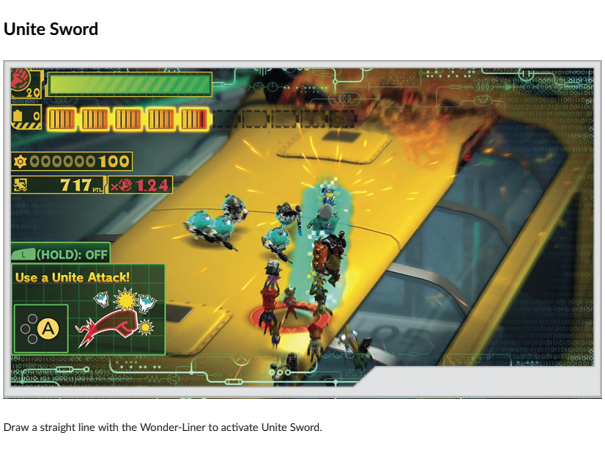


- Weapon: Valiantium Blade

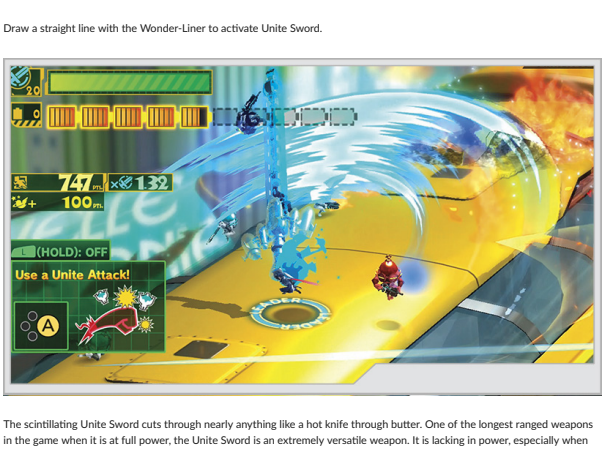


An officer of the LAPD, Eliot Hooker's brazen attitude toward authority has landed him in hot water both as a cop and as the CENTINELS special agent Wonder-Blue. Armed with his Valiantium Blade and his own impressive combat skills, Blue prefers to leap into action first without thinking. Unless the person giving him orders has proven their worth in battle, Wonder-Blue will often disregard their authority. However, he gives all his trust and respect to a comrade who's proven themselves. Unfortunately, Wonder-Red has yet to prove himself to Blue, leading to tension between the two heroes, mostly instigated by Blue.

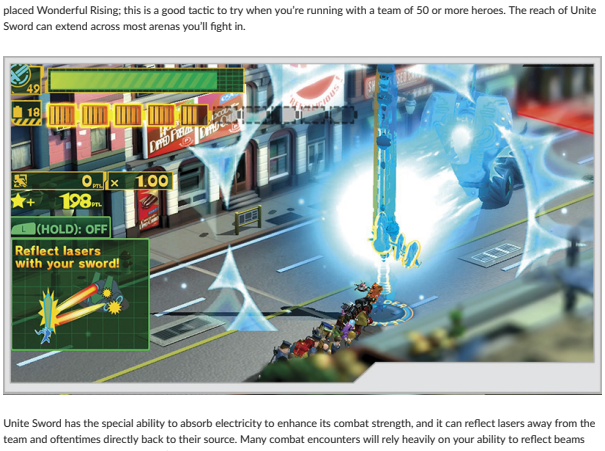
Unite Sword



Draw a straight line with the Wonder-Liner to activate Unite Sword.



The scintillating Unite Sword cuts through nearly anything like a hot knife through butter. One of the longest ranged weapons in the game when it is at full power, the Unite Sword is an extremely versatile weapon. It is lacking in power, especially when compared to Unite Hand, but it is much easier to combo with thanks to its reach, making it one of the most capable combo weapons in the game. If you manage to stun multiple enemies close to each other, you can juggle all of them with a single well-placed Wonderful Rising; this is a good tactic to try when you're running with a team of 50 or more heroes. The reach of Unite Sword can extend across most arenas you'll fight in.

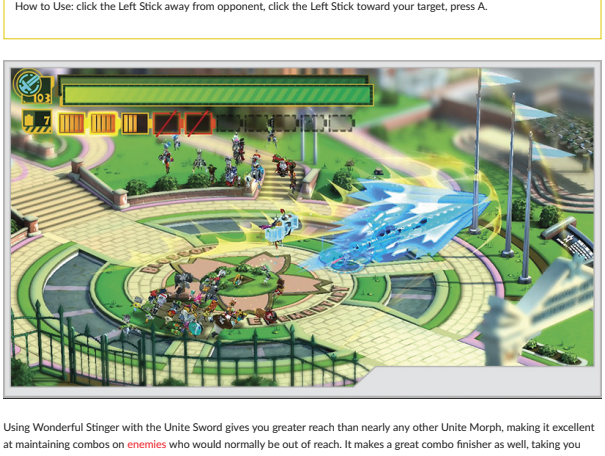


Unite Sword has the special ability to absorb electricity to enhance its combat strength, and it can reflect lasers away from the team and oftentimes directly back to their source. Many combat encounters will rely heavily on your ability to reflect beams away from your team at a moment's notice.

Wonderful Stinger

Note

How to Use: click the Left Stick away from opponent, click the Left Stick toward your target, press A.

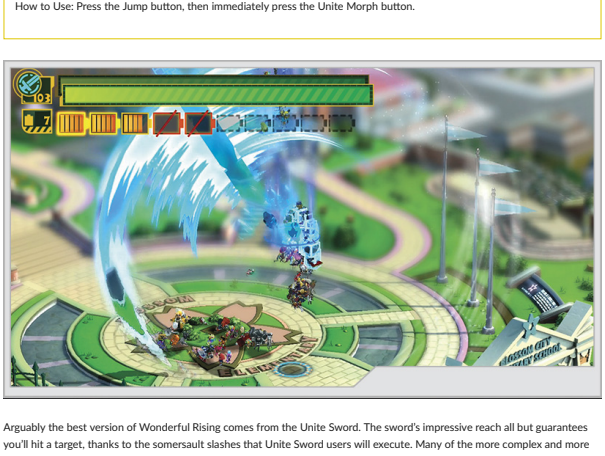


Using Wonderful Stinger with the Unite Sword gives you greater reach than nearly any other Unite Morph, making it excellent at maintaining combos on enemies who would normally be out of reach. It makes a great combo finisher as well, taking you through your target. It can even be used as an escape move in a pinch, thanks to how far the Unite Sword version of this move can take you.

Wonderful Rising

Note

How to Use: Press the Jump button, then immediately press the Unite Morph button.

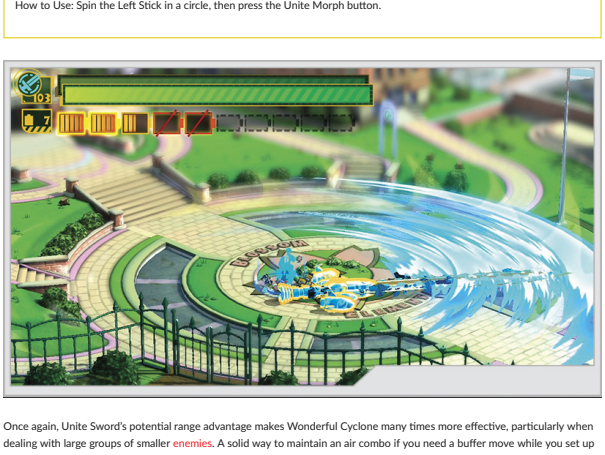


Arguably the best version of Wonderful Rising comes from the Unite Sword. The sword's impressive reach all but guarantees you'll hit a target, thanks to the somersault slashes that Unite Sword users will execute. Many of the more complex and more rewarding combos possible in the game will work in this move with Unite Sword. It is possible to do a swift downward cut after a Wonderful Rising, which will slam enemies back to the ground.

Wonderful Cyclone

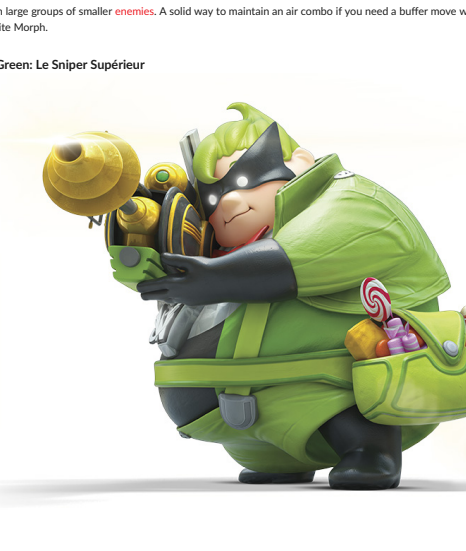
Note

How to Use: Spin the Left Stick in a circle, then press the Unite Morph button.

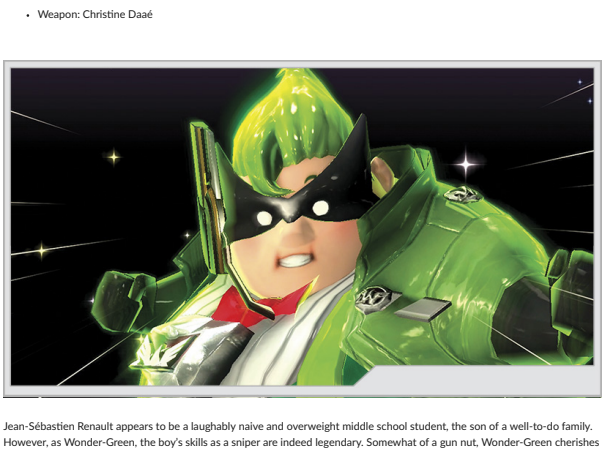


Once again, Unite Sword's potential range advantage makes Wonderful Cyclone many times more effective, particularly when dealing with large groups of smaller enemies. A solid way to maintain an air combo if you need a buffer move while you set up another Unite Morph.

Wonder-Green: Le Sniper Supérieur

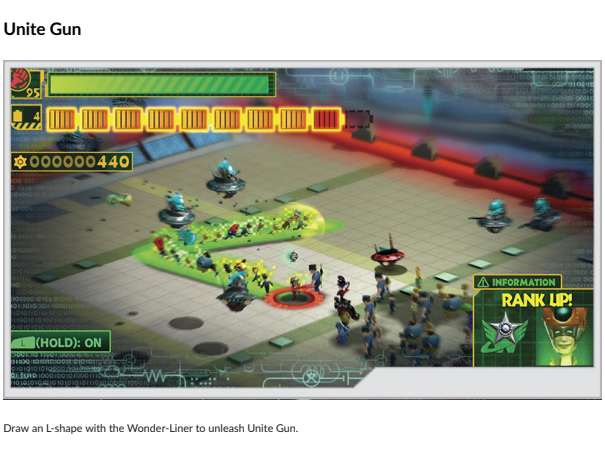


- Weapon: Christine Daaé

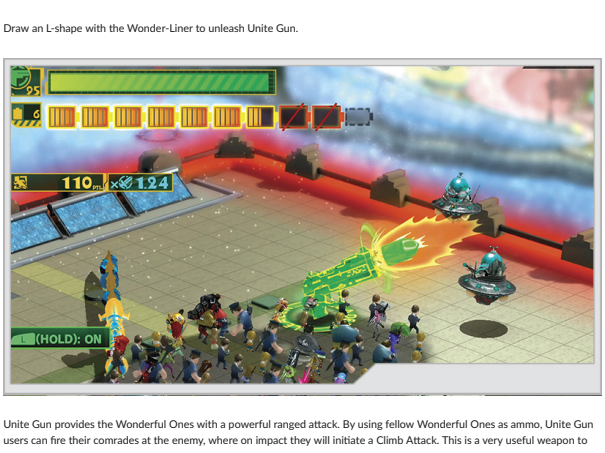


Jean-Sébastien Renault appears to be a laughably naive and overweight middle school student, the son of a well-to-do family. However, as Wonder-Green, the boy's skills as a sniper are indeed legendary. Somewhat of a gun nut, Wonder-Green cherishes his special weapon, naming it and speaking of it as though it were a person. His haughty attitude often puts him at odds with Wonder-Blue, despite being of similar temperament. Wonder-Green does not trust the unproven or the unskilled, so he insists on browbeating Wonder-Red into treating him as a superior. Green has a soft spot for Wonder-Pink, but those affections are not returned in the slightest.

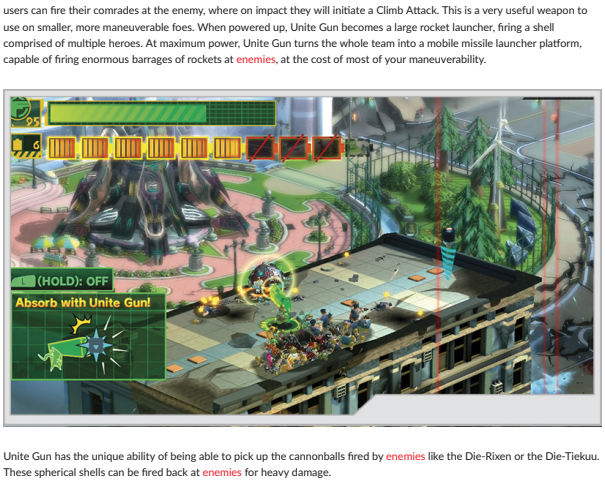
Unite Gun



Draw an L-shape with the Wonder-Liner to unleash Unite Gun.



Unite Gun provides the Wonderful Ones with a powerful ranged attack. By using fellow Wonderful Ones as ammo, Unite Gun users can fire their comrades at the enemy, where on impact they will initiate a Climb Attack. This is a very useful weapon to use on smaller, more maneuverable foes. When powered up, Unite Gun becomes a large rocket launcher, firing a shell comprised of multiple heroes. At maximum power, Unite Gun turns the whole team into a mobile missile launcher platform, capable of firing enormous barrages of rockets at enemies, at the cost of most of your maneuverability.

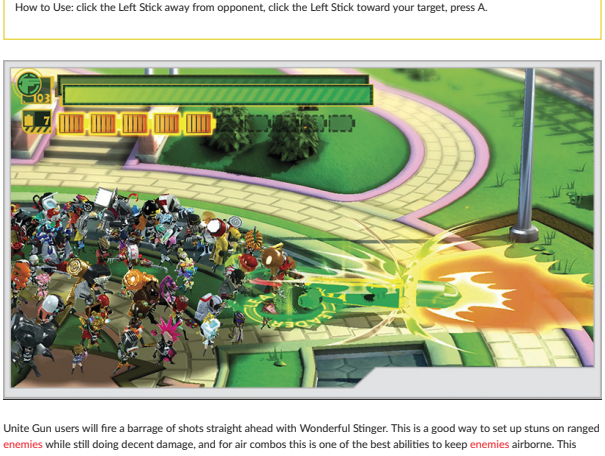


Unite Gun has the unique ability of being able to pick up the cannonballs fired by enemies like the Die-Roen or the Die-Tiekuu. These spherical shells can be fired back at enemies for heavy damage.

Wonderful Stinger

Note

How to Use: click the Left Stick away from opponent, click the Left Stick toward your target, press A.

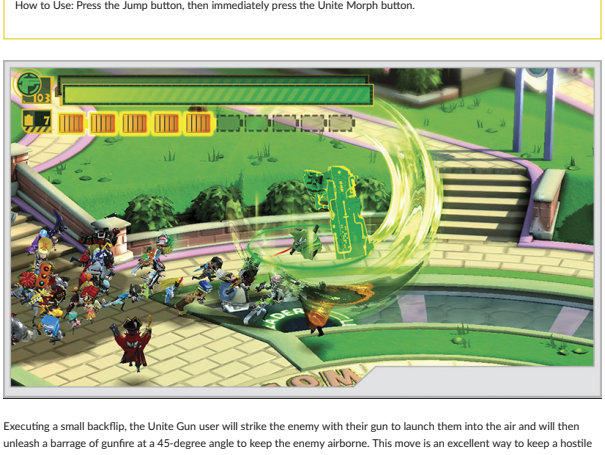


Unite Gun users will fire a barrage of shots straight ahead with Wonderful Stinger. This is a good way to set up stuns on ranged enemies while still doing decent damage, and for air combos this is one of the best abilities to keep enemies airborne. This attack cannot be done with the midlevel or maximum-strength Unite Gun forms.

Wonderful Rising

Note

How to Use: Press the Jump button, then immediately press the Unite Morph button.

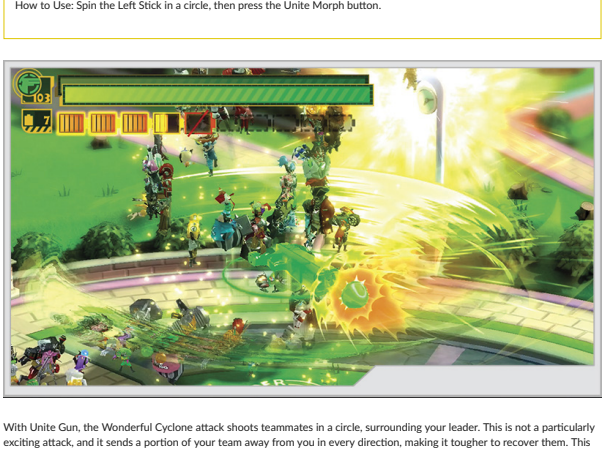


Executing a small backflip, the Unite Gun user will strike the enemy with their gun to launch them into the air and will then unleash a barrage of gunfire at a 45-degree angle to keep the enemy airborne. This move is an excellent way to keep a hostile in the air and extend your combos. This attack cannot be done with the midlevel or maximum-strength Unite Gun forms.

Wonderful Cyclone

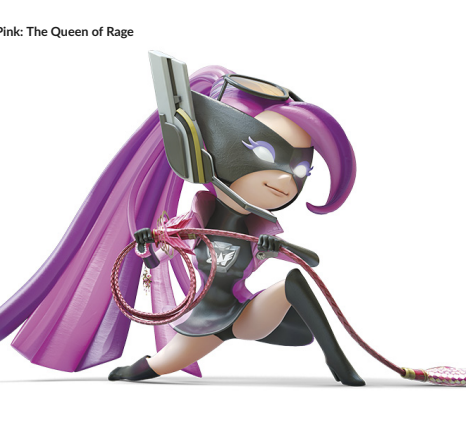
Note

How to Use: Spin the Left Stick in a circle, then press the Unite Morph button.

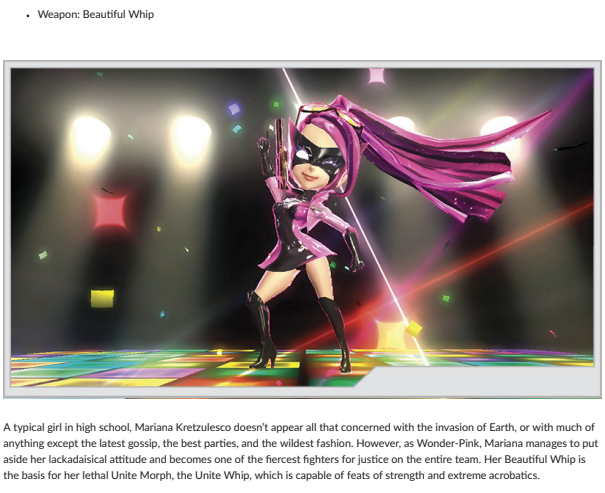


With Unite Gun, the Wonderful Cyclone attack shoots teammates in a circle, surrounding your leader. This is not a particularly exciting attack, and it sends a portion of your team away from you in every direction, making it tougher to recover them. This attack cannot be done with the midlevel or maximum-strength Unite Gun forms.

Wonder-Pink: The Queen of Rage

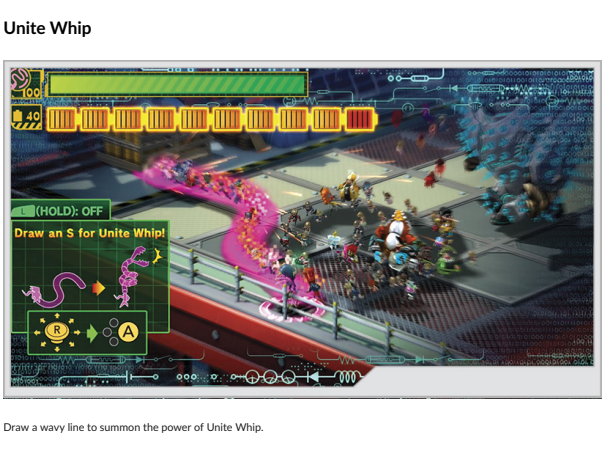


- Weapon: Beautiful Whip

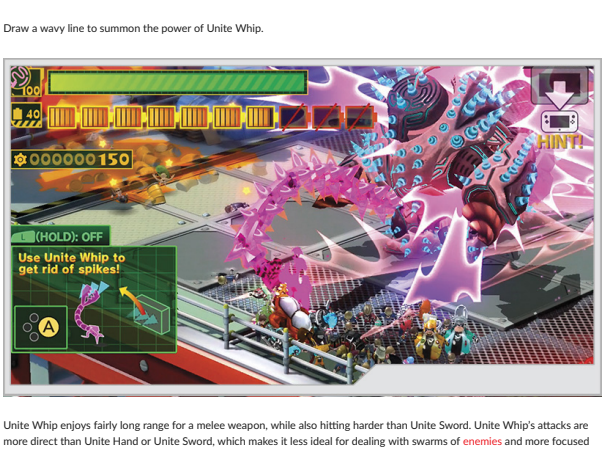


A typical girl in high school, Mariana Kretzulesco doesn't appear all that concerned with the invasion of Earth, or with much of anything except the latest gossip, the best parties, and the wildest fashion. However, as Wonder-Pink, Mariana manages to put aside her lackadaisical attitude and becomes one of the fiercest fighters for justice on the entire team. Her Beautiful Whip is the basis for her lethal Unite Morph, the Unite Whip, which is capable of feats of strength and extreme acrobatics.

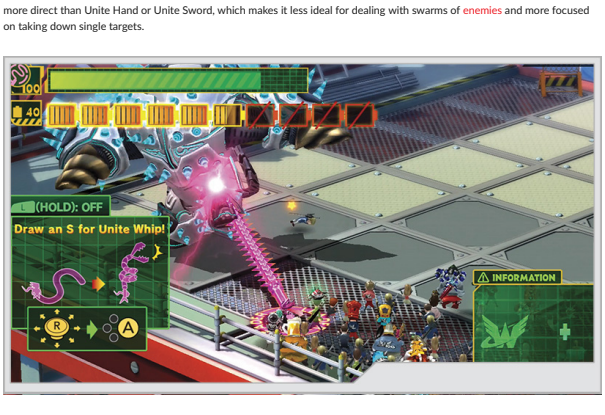
Unite Whip

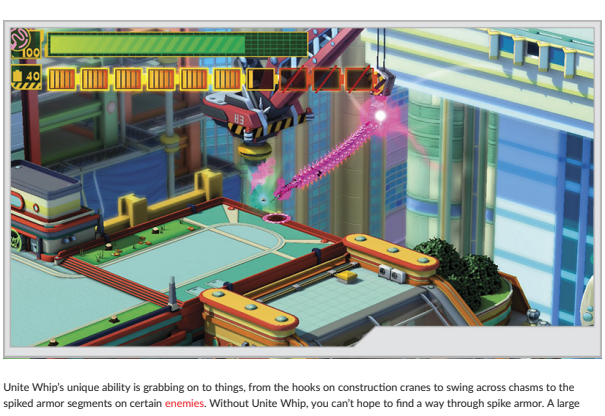


Draw a wavy line to summon the power of Unite Whip.



Unite Whip enjoys fairly long range for a melee weapon, while also hitting harder than Unite Sword. Unite Whip's attacks are more direct than Unite Hand or Unite Sword, which makes it less ideal for dealing with swarms of enemies and more focused on taking down single targets.



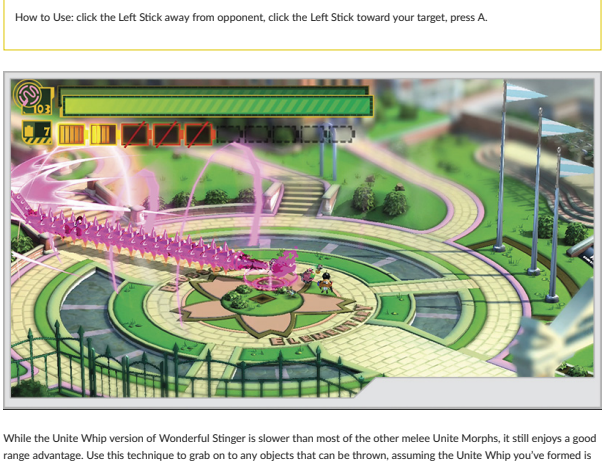


Unite Whip's unique ability is grabbing on to things, from the hooks on construction cranes to swing across chasms to the spiked armor segments on certain enemies. Without Unite Whip, you can't hope to find a way through spike armor. A large enough Unite Whip can even pick up and slam a stunned enemy for very heavy damage, which can make it a very good weapon to use against some of the heavier foes you'll face. Like with Unite Gun, you can also pick up cannonballs from the ground and fling them back at the enemy, though it is a bit tougher to be accurate with Unite Whip.

Wonderful Stinger

Note

How to Use: click the Left Stick away from opponent, click the Left Stick toward your target, press A.

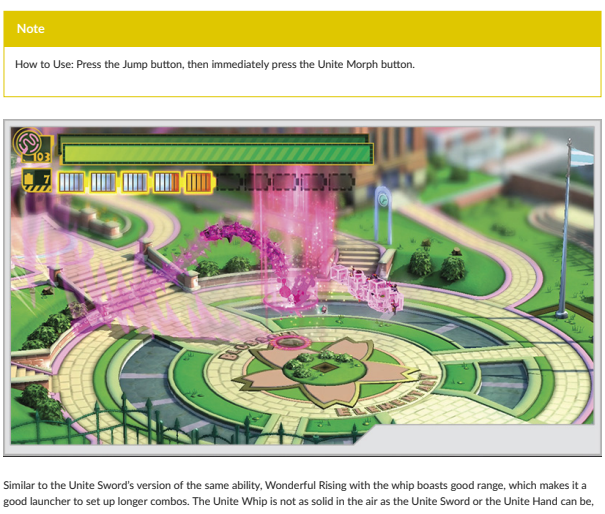


While the Unite Whip version of Wonderful Stinger is slower than most of the other melee Unite Morphs, it still enjoys a good range advantage. Use this technique to grab on to any objects that can be thrown, assuming the Unite Whip you've formed is large enough to handle it.

Wonderful Rising

Note

How to Use: Press the Jump button, then immediately press the Unite Morph button.

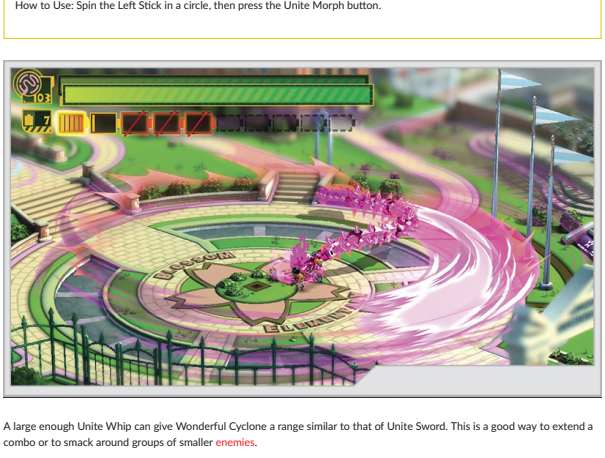


Similar to the Unite Sword's version of the same ability, Wonderful Rising with the whip boasts good range, which makes it a good launcher to set up longer combos. The Unite Whip is not as solid in the air as the Unite Sword or the Unite Hand can be, and its combos are definitely centered around dealing with single targets.

Wonderful Cyclone

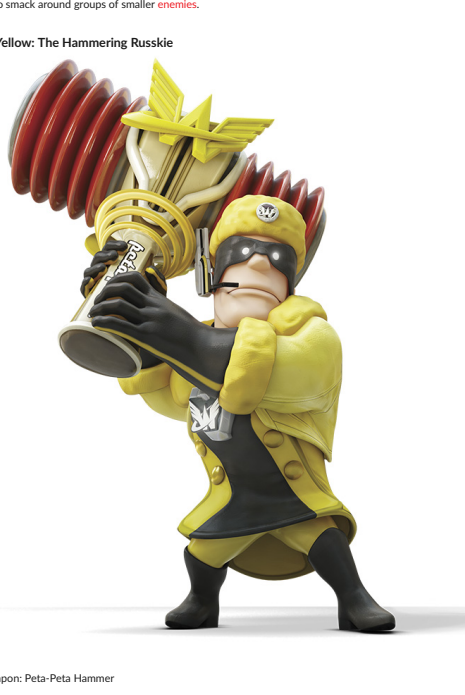
Note

How to Use: Spin the Left Stick in a circle, then press the Unite Morph button.

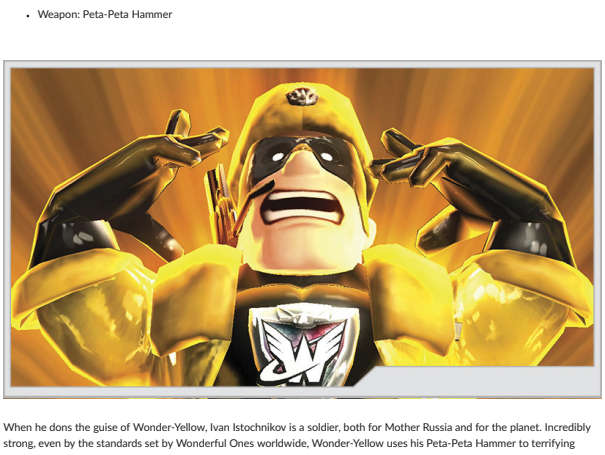


A large enough Unite Whip can give Wonderful Cyclone a range similar to that of Unite Sword. This is a good way to extend a combo or to smack around groups of smaller enemies.

Wonder-Yellow: The Hammering Russkie

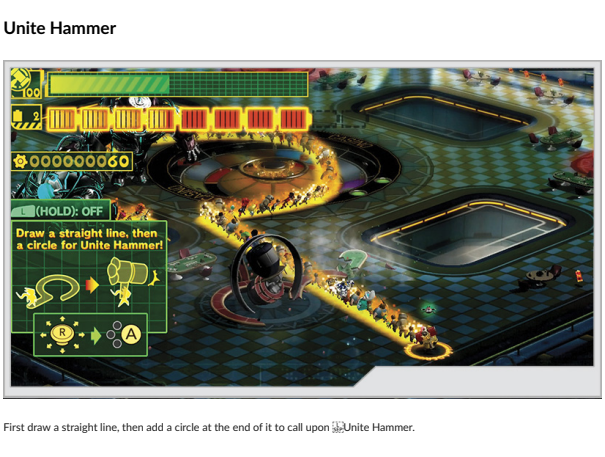


- Weapon: Peta-Peta Hammer

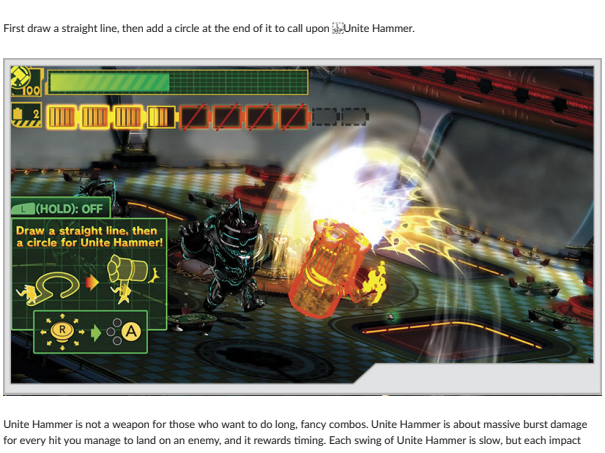


When he dons the guise of Wonder-Yellow, Ivan Istochnikov is a soldier, both for Mother Russia and for the planet. Incredibly strong, even by the standards set by Wonderful Ones worldwide, Wonder-Yellow uses his Peta-Peta Hammer to terrifying effect, further enhanced by his mastery of Unite Hammer. In sharp contrast to his brute strength, Wonder-Yellow is actually quite shy and is considerably more withdrawn than his more boisterous comrades.

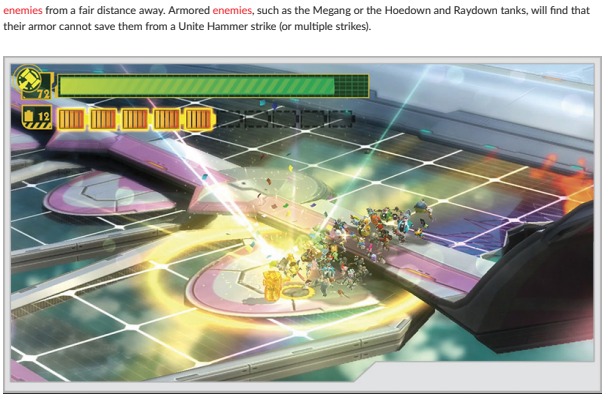
Unite Hammer

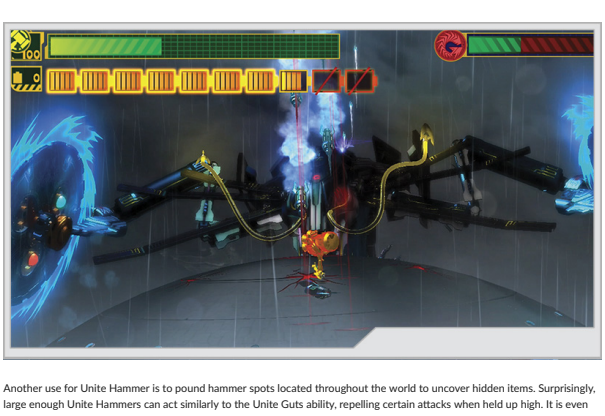


First draw a straight line, then add a circle at the end of it to call upon Unite Hammer.



Unite Hammer is not a weapon for those who want to do long, fancy combos. Unite Hammer is about massive burst damage for every hit you manage to land on an enemy, and it rewards timing. Each swing of Unite Hammer is slow, but each impact causes a shock wave that damages enemies nearby. Larger Unite Hammers cause a shock wave so big that you can affect enemies from a fair distance away. Armored enemies, such as the Megang or the Hoedown and Raydown tanks, will find that their armor cannot save them from a Unite Hammer strike (or multiple strikes).



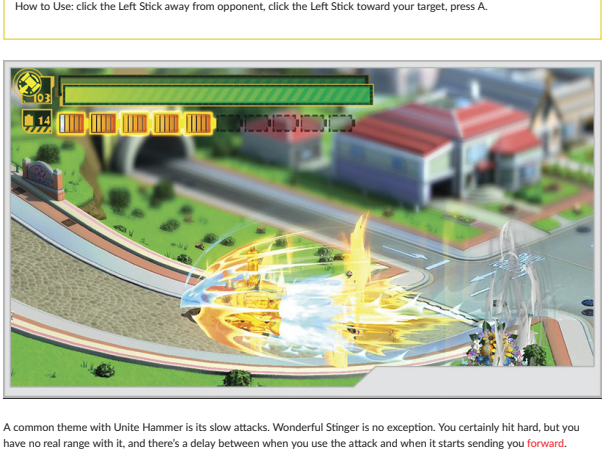


Another use for Unite Hammer is to pound hammer spots located throughout the world to uncover hidden items. Surprisingly, large enough Unite Hammers can act similarly to the Unite Guts ability, repelling certain attacks when held up high. It is even capable of blocking artillery barrages from above.

Wonderful Stinger

Note

How to Use: click the Left Stick away from opponent, click the Left Stick toward your target, press A.

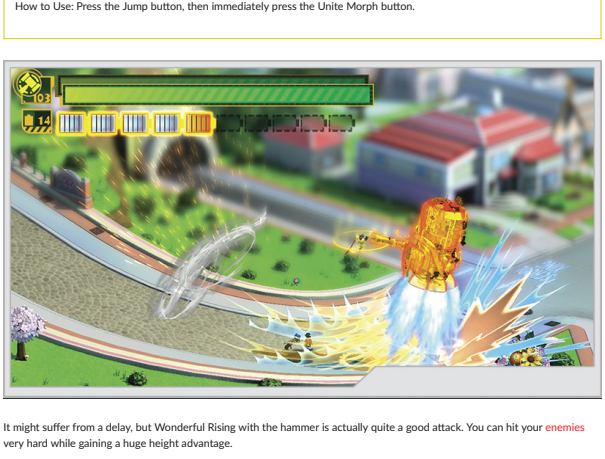


A common theme with Unite Hammer is its slow attacks. Wonderful Stinger is no exception. You certainly hit hard, but you have no real range with it, and there's a delay between when you use the attack and when it starts sending you forward.

Wonderful Rising

Note

How to Use: Press the Jump button, then immediately press the Unite Morph button.

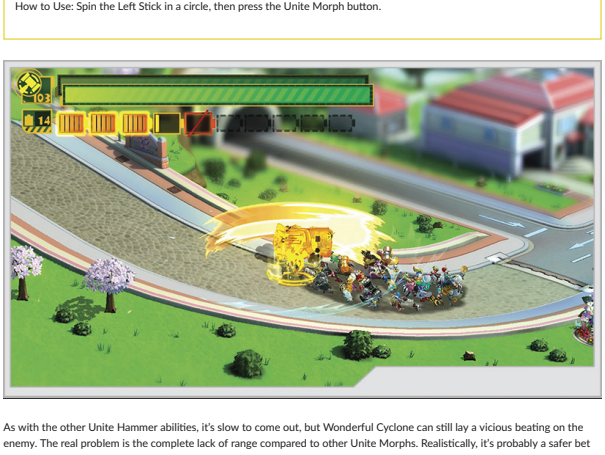


It might suffer from a delay, but Wonderful Rising with the hammer is actually quite a good attack. You can hit your enemies very hard while gaining a huge height advantage.

Wonderful Cyclone

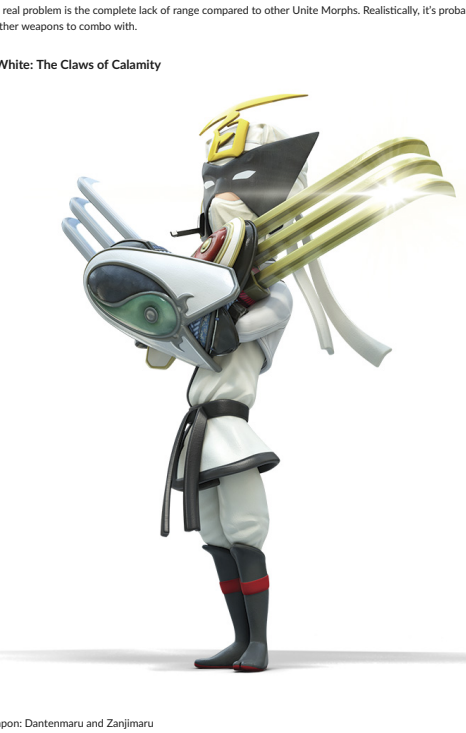
Note

How to Use: Spin the Left Stick in a circle, then press the Unite Morph button.

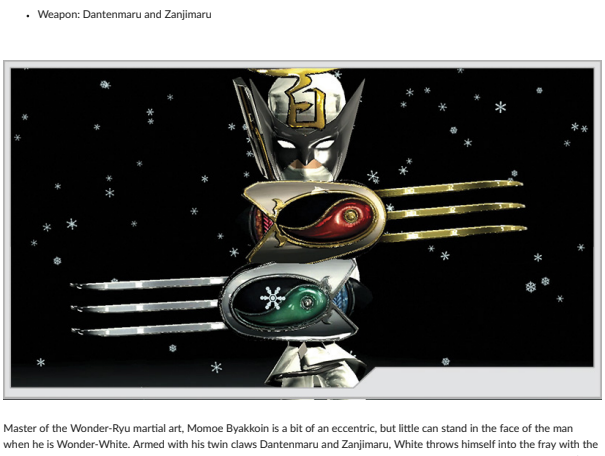


As with the other Unite Hammer abilities, it's slow to come out, but Wonderful Cyclone can still lay a vicious beating on the enemy. The real problem is the complete lack of range compared to other Unite Morphs. Realistically, it's probably a safer bet to rely on other weapons to combo with.

Wonder-White: The Claws of Calamity

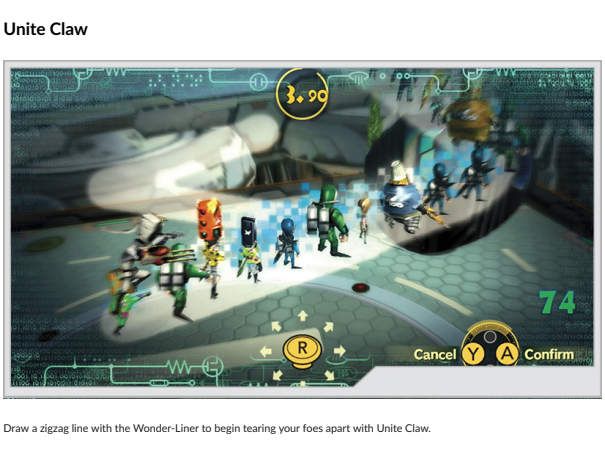


- Weapon: Dantenmaru and Zanjimaru

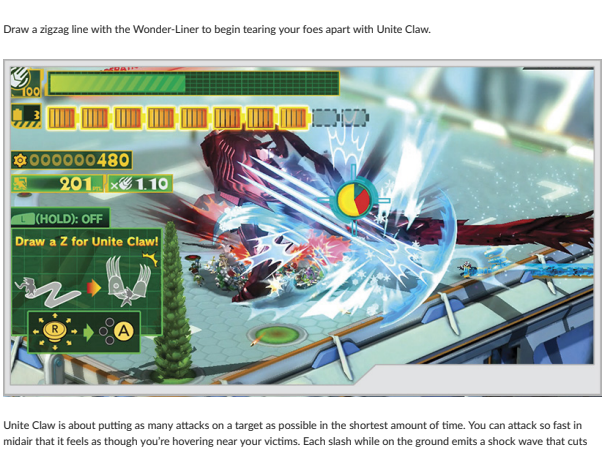


Master of the Wonder-Ryu martial art, Momoe Byakkoin is a bit of an eccentric, but little can stand in the face of the man when he is Wonder-White. Armed with his twin claws Dantenmaru and Zanjimaru, White throws himself into the fray with the calm of a still lake surface and the wrath of a furious berserker. Very few Wonderful Ones can match up to Wonder-White's incredible speed.

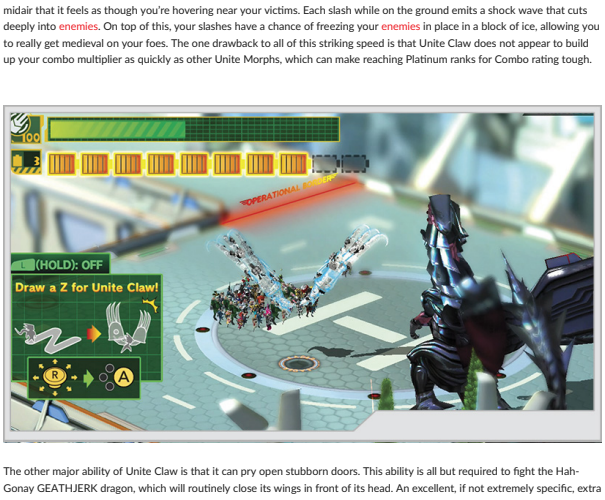
Unite Claw



Draw a zigzag line with the Wonder-Liner to begin tearing your foes apart with Unite Claw.



Unite Claw is about putting as many attacks on a target as possible in the shortest amount of time. You can attack so fast in midair that it feels as though you're hovering near your victims. Each slash while on the ground emits a shock wave that cuts deeply into enemies. On top of this, your slashes have a chance of freezing your enemies in place in a block of ice, allowing you to really get medieval on your foes. The one drawback to all of this striking speed is that Unite Claw does not appear to build up your combo multiplier as quickly as other Unite Morphs, which can make reaching Platinum ranks for Combo rating tough.

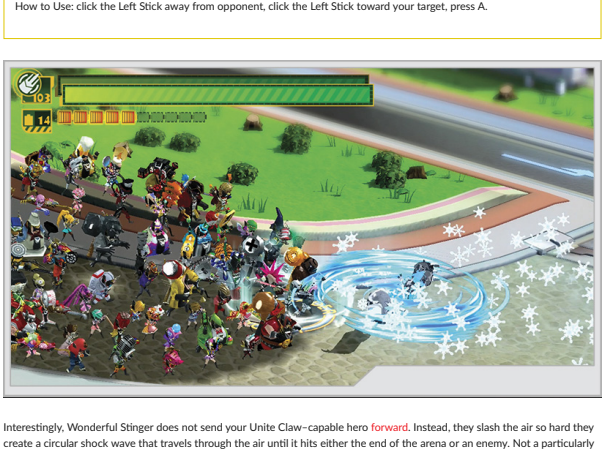


The other major ability of Unite Claw is that it can pry open stubborn doors. This ability is all but required to fight the Hah-Gonay GEATHJERK dragon, which will routinely close its wings in front of its head. An excellent, if not extremely specific, extra ability to have on hand.

Wonderful Stinger

Note

How to Use: click the Left Stick away from opponent, click the Left Stick toward your target, press A.

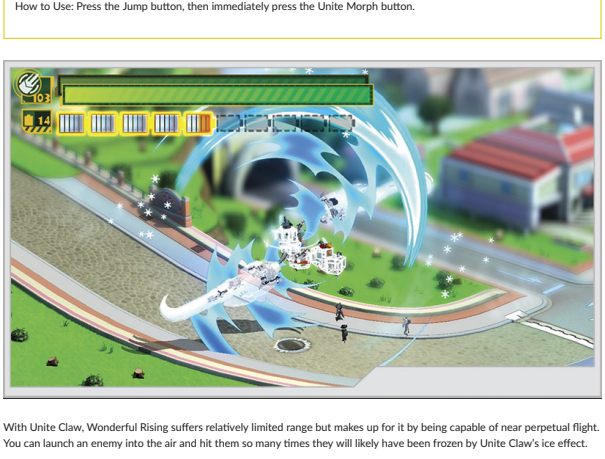


Interestingly, Wonderful Stinger does not send your Unite Claw–capable hero forward. Instead, they slash the air so hard they create a circular shock wave that travels through the air until it hits either the end of the arena or an enemy. Not a particularly useful ability for a combo, but good for opening a fight.

Wonderful Rising

Note

How to Use: Press the Jump button, then immediately press the Unite Morph button.

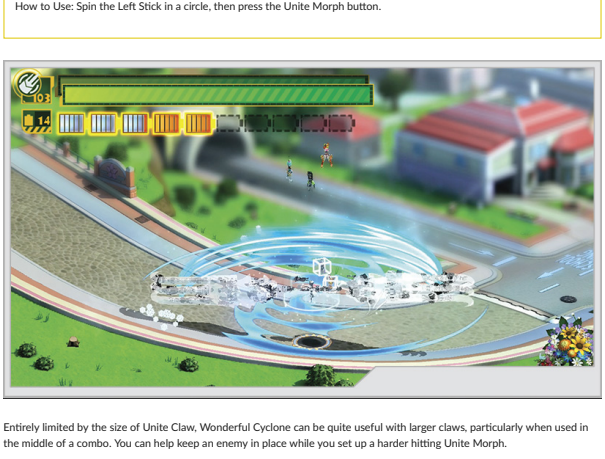


With Unite Claw, Wonderful Rising suffers relatively limited range but makes up for it by being capable of near perpetual flight. You can launch an enemy into the air and hit them so many times they will likely have been frozen by Unite Claw's ice effect.

Wonderful Cyclone

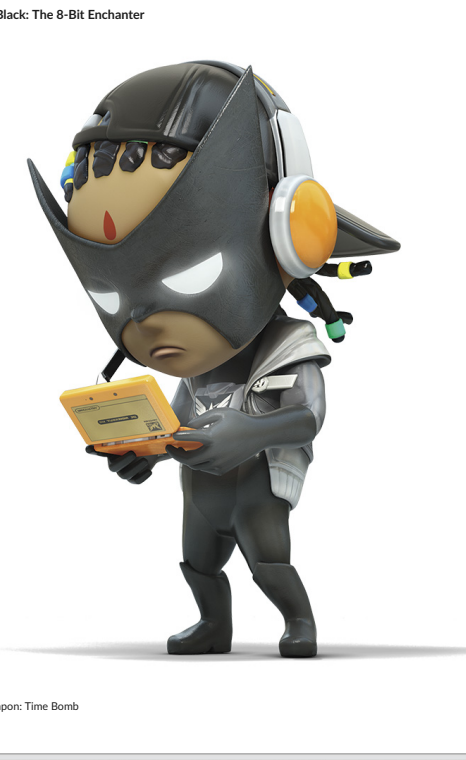
Note

How to Use: Spin the Left Stick in a circle, then press the Unite Morph button.

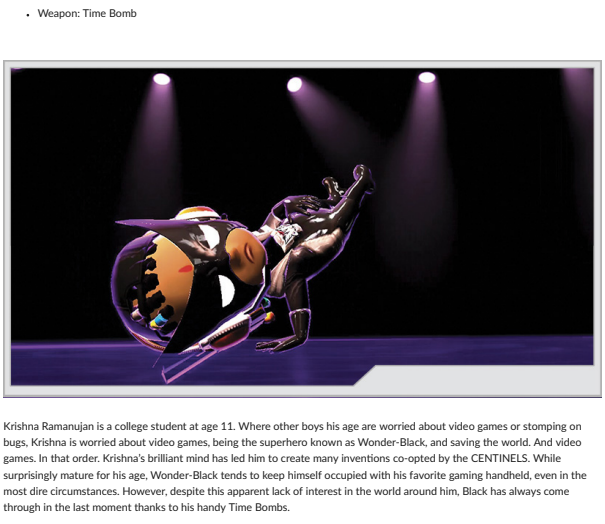


Entirely limited by the size of Unite Claw, Wonderful Cyclone can be quite useful with larger claws, particularly when used in the middle of a combo. You can help keep an enemy in place while you set up a harder hitting Unite Morph.

Wonder-Black: The 8-Bit Enchanter

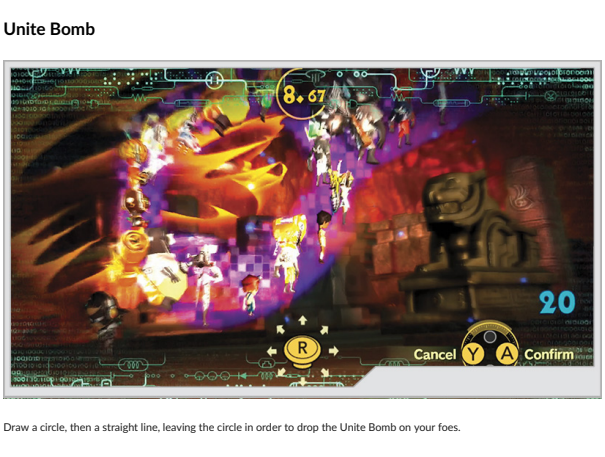


- Weapon: Time Bomb

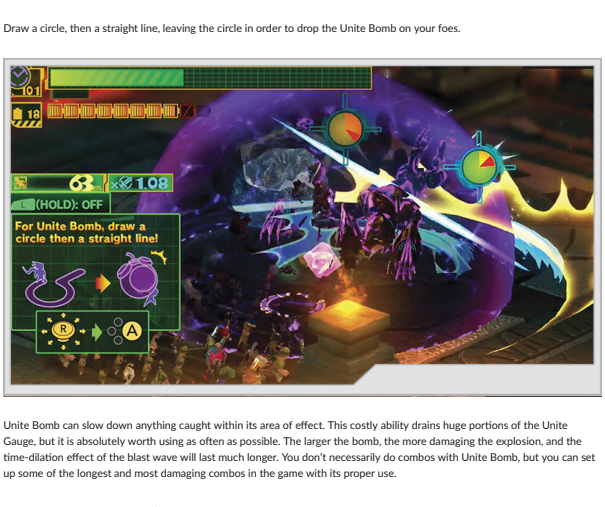


Krishna Ramanujan is a college student at age 11. Where other boys his age are worried about video games or stomping on bugs, Krishna is worried about video games, being the superhero known as Wonder-Black, and saving the world. And video games. In that order. Krishna's brilliant mind has led him to create many inventions co-opted by the CENTINELS. While surprisingly mature for his age, Wonder-Black tends to keep himself occupied with his favorite gaming handheld, even in the most dire circumstances. However, despite this apparent lack of interest in the world around him, Black has always come through in the last moment thanks to his handy Time Bombs.

Unite Bomb

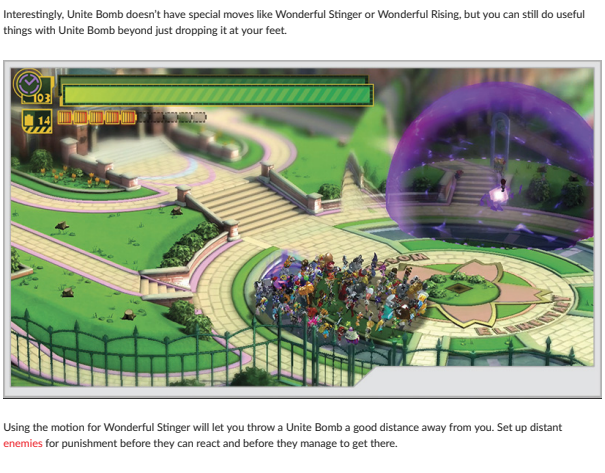


Draw a circle, then a straight line, leaving the circle in order to drop the Unite Bomb on your foes.

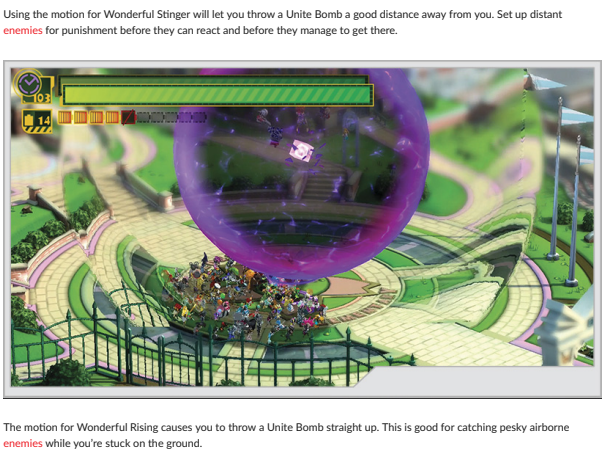


Unite Bomb can slow down anything caught within its area of effect. This costly ability drains huge portions of the Unite Gauge, but it is absolutely worth using as often as possible. The larger the bomb, the more damaging the explosion, and the time-dilation effect of the blast wave will last much longer. You don't necessarily do combos with Unite Bomb, but you can set up some of the longest and most damaging combos in the game with its proper use.

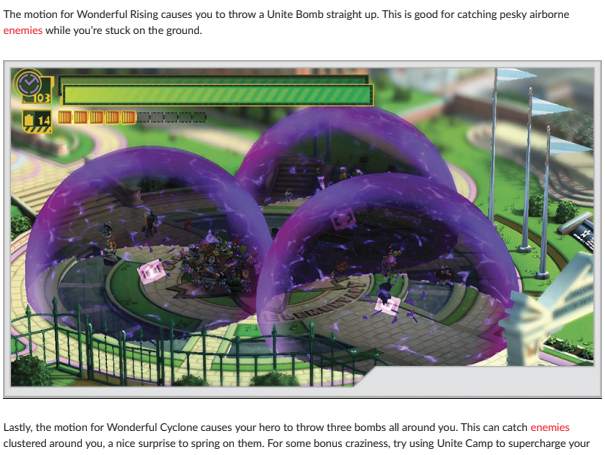
Interestingly, Unite Bomb doesn't have special moves like Wonderful Stinger or Wonderful Rising, but you can still do useful things with Unite Bomb beyond just dropping it at your feet.



Using the motion for Wonderful Stinger will let you throw a Unite Bomb a good distance away from you. Set up distant enemies for punishment before they can react and before they manage to get there.



The motion for Wonderful Rising causes you to throw a Unite Bomb straight up. This is good for catching pesky airborne enemies while you're stuck on the ground.



Lastly, the motion for Wonderful Cyclone causes your hero to throw three bombs all around you. This can catch enemies clustered around you, a nice surprise to spring on them. For some bonus craziness, try using Unite Camp to supercharge your Unite Gauge, then use Wonderful Cyclone to unleash three of the largest bombs possible all around you.

Maintaining Your Wonderful Ones

All heroes, including the main seven, can level up over the course of the campaign against the GEATHJERK. This unlocks three special moves for you to use with the seven primary Unite Morph powers, or it can increase your overall health meter. Once one of the main seven heroes learns a special move, every other Wonderful One that shares that particular Unite Morph can also use it.

Leveling is a matter of getting those heroes involved with the actual destruction of GEATHJERK assets. So long as a hero is part of a Unite Morph that destroys an enemy or is wielding a Unite Morph, they are getting experience. This is a simple system that does not require any complex decisions to ensure you're spreading the experience around liberally.

Selecting Leaders

As covered in the "How to Play" chapter, it is possible to select any hero to take the place of the default seven heroes who lead a Unite Morph on the roster. This can help heroes gain levels faster and can be useful if you're trying to use one of your unlocked secret heroes that come with special effects to their Unite Morphs.

Unite Morphs, Custom Blocks, and Skills

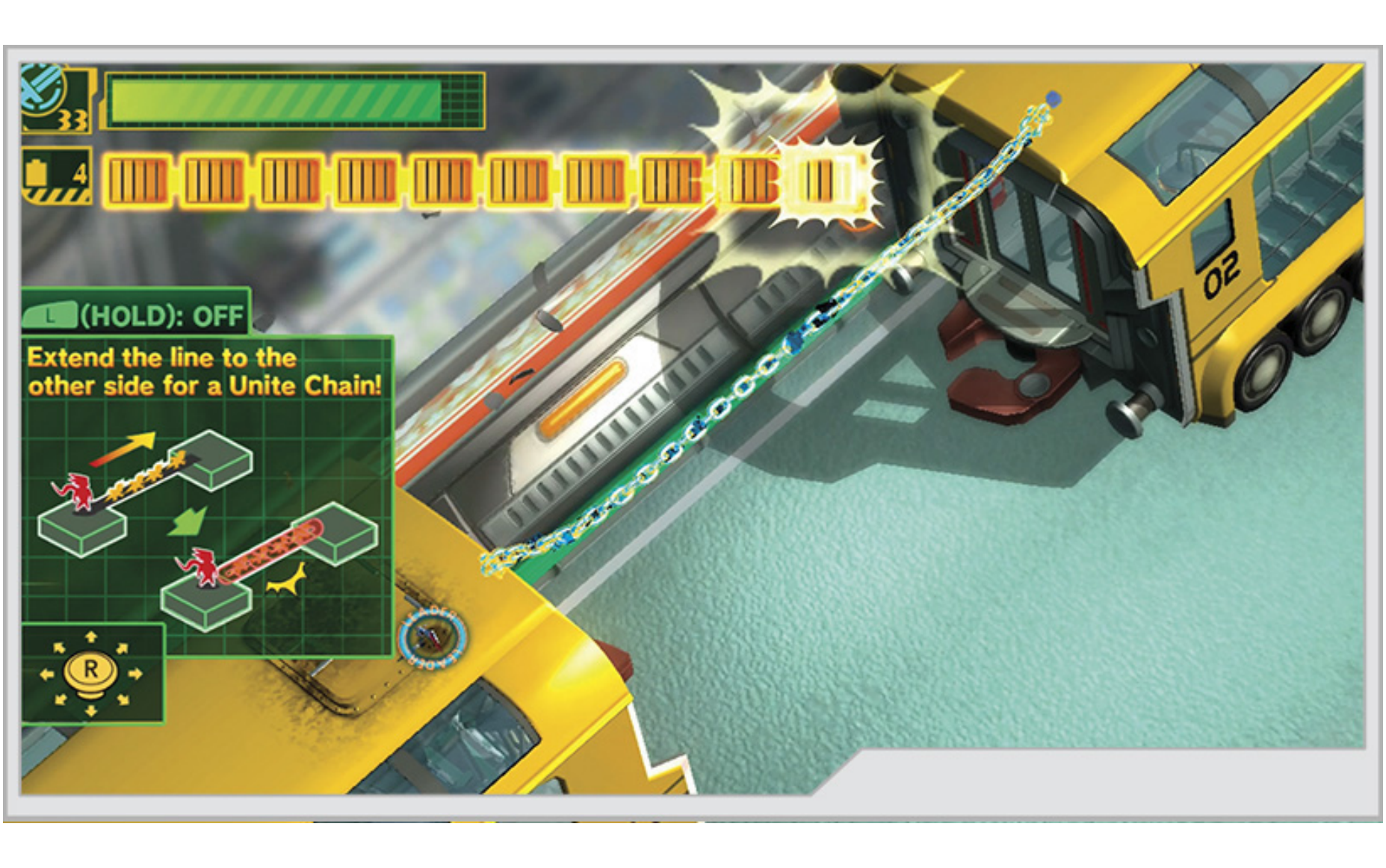
In addition to the Unite Morphs you earn from encountering one of the seven main heroes and the Unite Morphs you start the game with, the Wonderful Mart allows you to buy a plethora of additional Unite Morphs to broaden your arsenal. You can also purchase a selection of Custom Blocks that allow you to seriously change your offensive and defensive capabilities, and you can pick up a trio of skills that help boost the Wonder-Liner and Team Attack moves that you start the game with. By the time you reach the final battle, you should be a completely won-stoppable, wonderful force for justice and peace on Earth.

But all that stuff costs O-Parts. Lots and lots of O-Parts. Due to their prices, you'll often have a choice of purchasing only one new upgrade in between missions. This section will discuss all of the extra Unite Morphs, Custom Blocks, and skills to help you understand what they do and why they might be things you should aim for as early as possible.

Unite Morphs
You begin The Wonderful 101 with a set of Unite Morphs, but that's not going to be enough to properly resist the GEATHJERK. Consisting of a wide variety of utility abilities, the Unite Morphs you purchase from the Wonderful Mart emphasize enhancing your defenses and mobility. However, there are several upgrades found here that make certain abilities more offensive in nature. Clever players can use these enhancements to make some really creative combos while also staying out of harm's way.

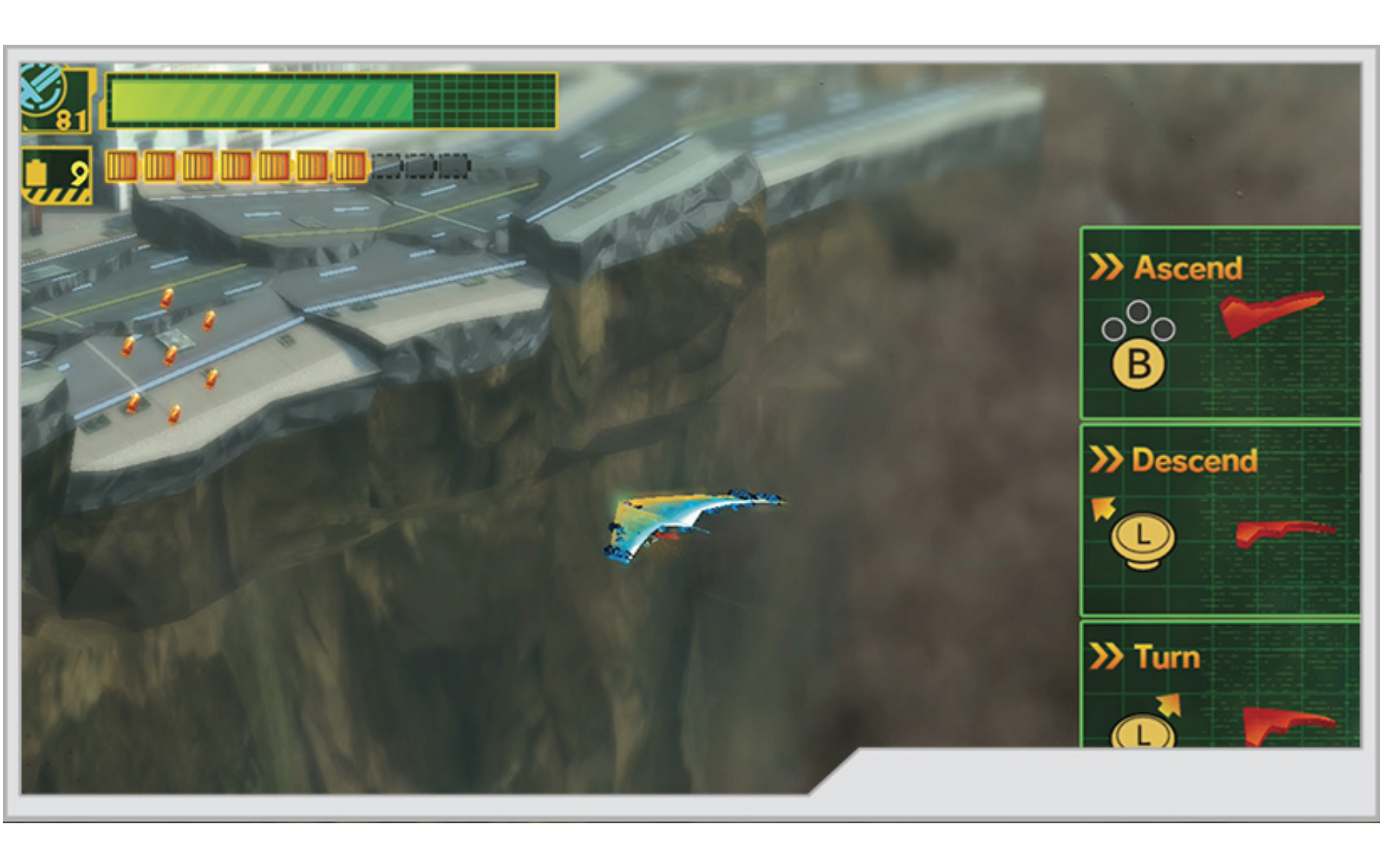
Starting Unite Morphs

Unite Chain



There are instances where you must cross gaps that you can't double-jump across while making smart use of Wonderful Stinger. Draw a Wonder-Liner across the gap to the location you're trying to reach. If it's a valid target, your team will automatically form a chain (or even a full-sized bridge, if you have enough people for it) that will let you cross safely to the other side.

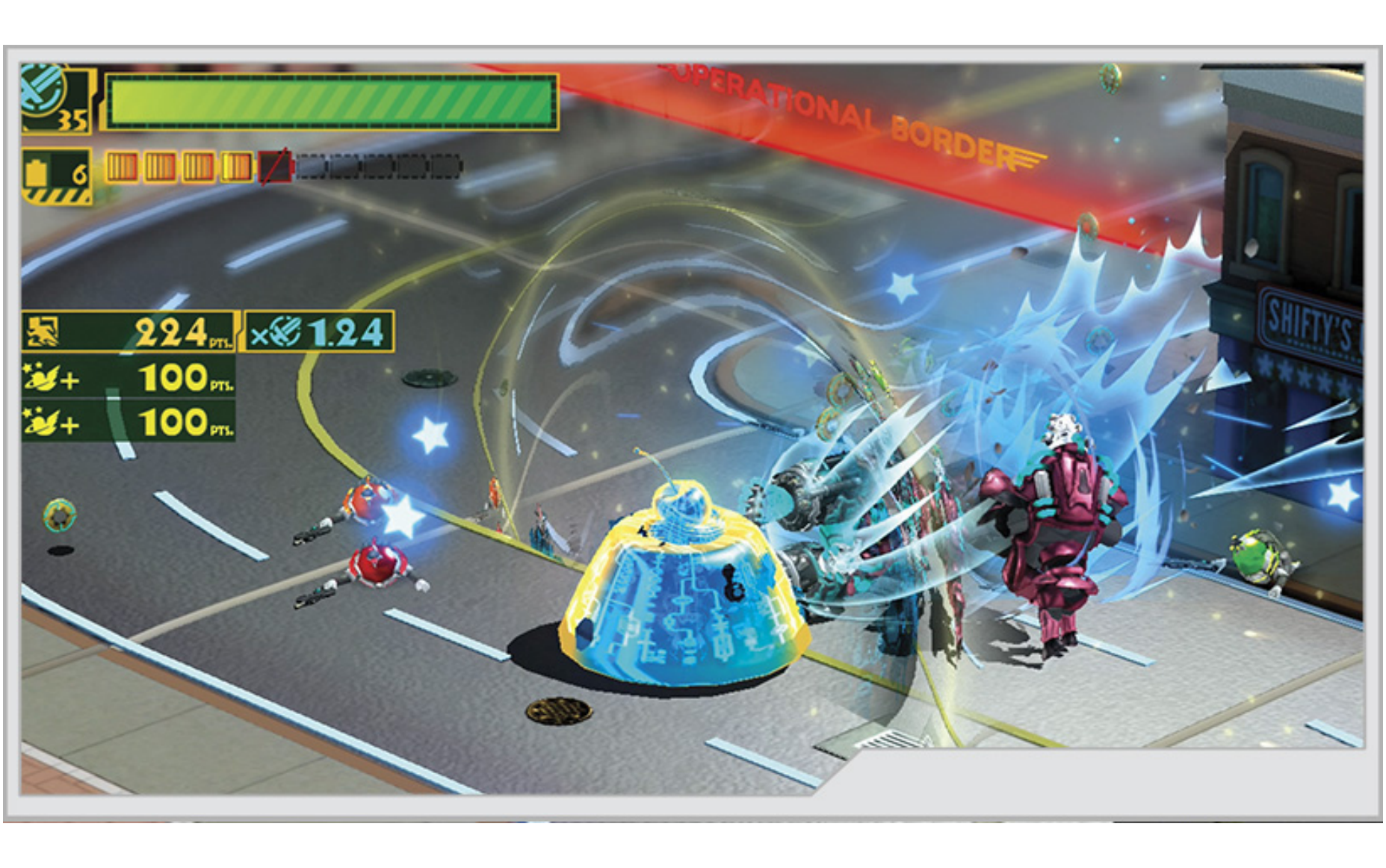
Unite Glider



The Unite Glider is very situational in nature but absolutely vital when it needs to be used. Transforming your entire team into a glider, this Unite Morph allows you to fly across normally uncrossable chasms and even figures heavily into several missions (and a boss battle or two) throughout the game. However, by itself the Unite Glider has no offensive capability and nothing defensive save for its maneuverability to avoid attacks in the air. Summoning it on the ground is a...questionable tactic at best.

Purchasable Unite Morphs

Unite Guts

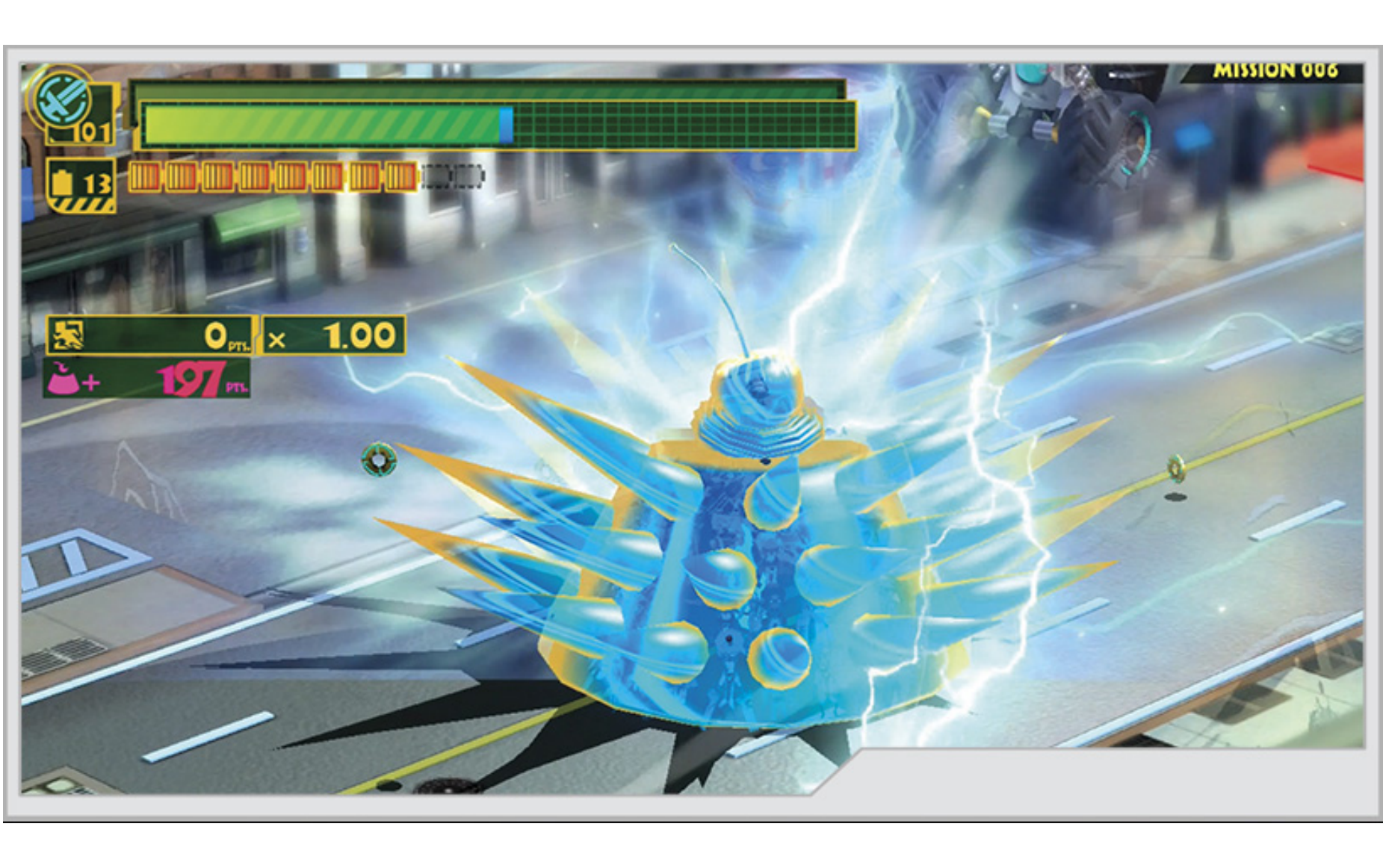


This is one of the first Unite Morphs you should purchase from the Wonderful Mart. Purchase it immediately after finishing the Prologue. Unite Guts transforms your whole team into a candylike shape and allows you to bounce back a large number of incoming attacks from a wide variety of enemies throughout the entire game. Some attacks might require a larger form of Unite Guts to defend against, so always be looking for new recruits to max this ability out.

Unite Guts requires good timing to use well. You can't just hold down the button and wait for the attacks to land; the form fades after a very short time, leaving you vulnerable. It also costs Unite Gauge to use, so if you keep spamming Unite Guts in anticipation of an attack, you might not have enough meter to use Guts when you really need it. Use it too late, and you'll take damage because the morph wasn't fully completed before the attack landed.

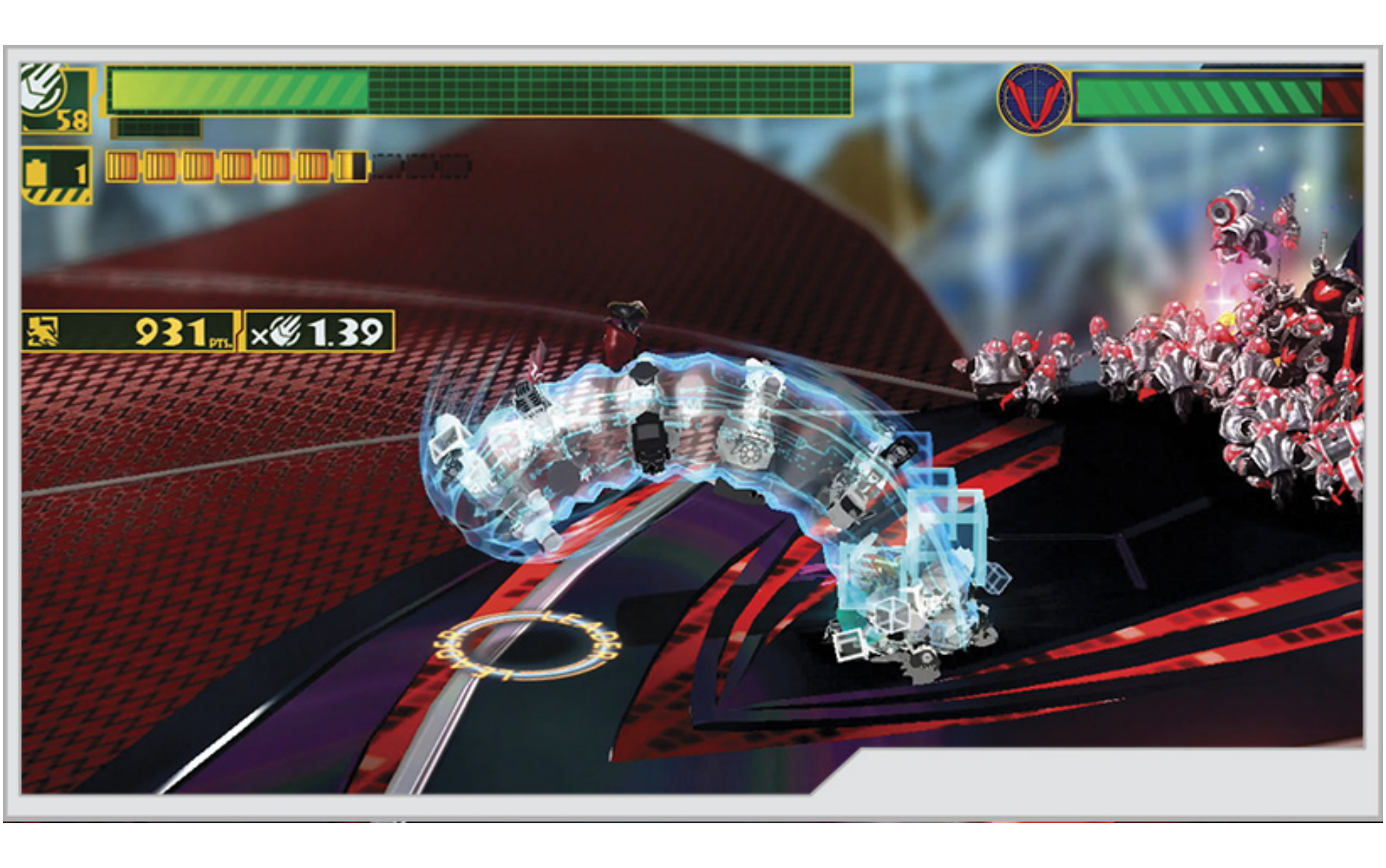
Properly executed, Unite Guts can stun enemies, allowing you to launch them into the air for juggle combos. Well-timed uses of Unite Guts also earn you an O-Parts bonus to your Combo multiplier. A full list of attacks that can be reflected, organized by enemy, can be found starting on page 348, in the GEATHJERK Files.

Unite Spikes



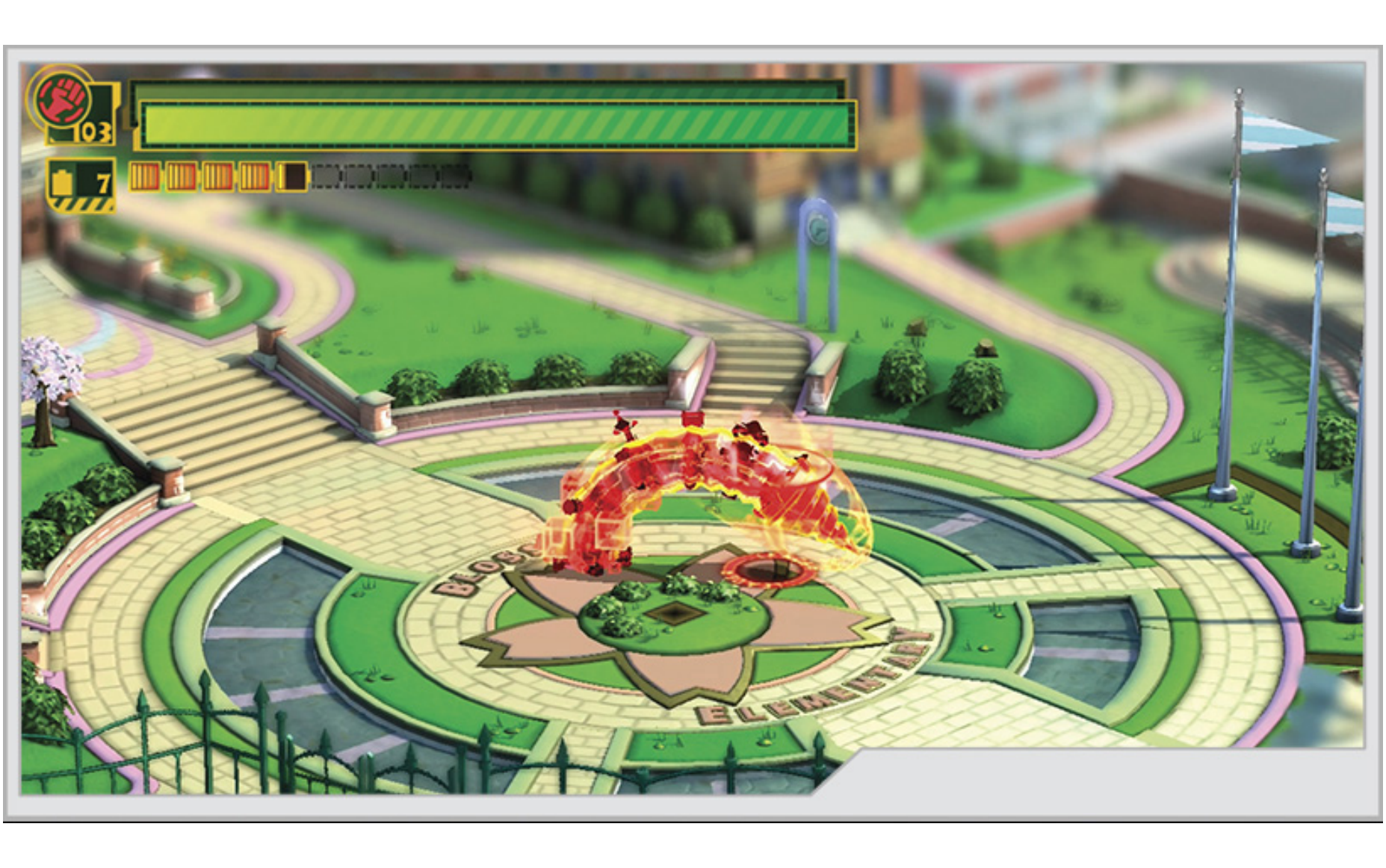
An enhanced form of Unite Guts, this ability causes the morph to produce spikes the moment it reflects an enemy attack. This causes damage to foes using melee attacks. As a side effect, Unite Spikes can also deal damage to anything else that happens to be close enough, regardless of whether you were reflecting their attack.

Unite Spring



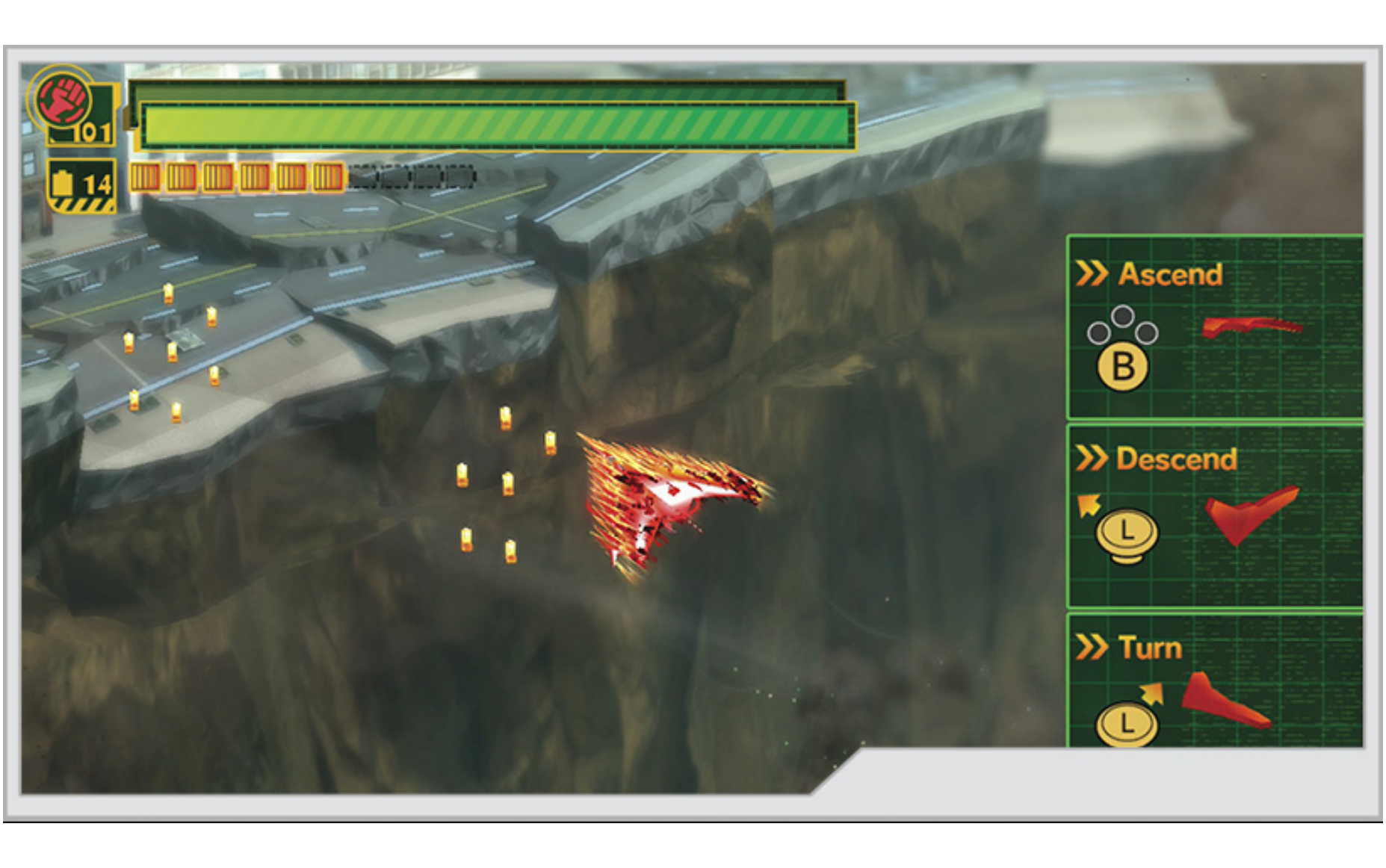
This Unite Morph is the other purchase you should make immediately upon completing the Prologue. As with Unite Guts, Unite Spring is one of your key defensive abilities, allowing you to dodge away and over attacks when used with the proper timing. So long as you have at least ten heroes on your team, you can use Unite Spring. Similar to Unite Guts, evading an attack with Unite Spring grants you some bonus points to your Combo multiplier.

Unite Drill Spring



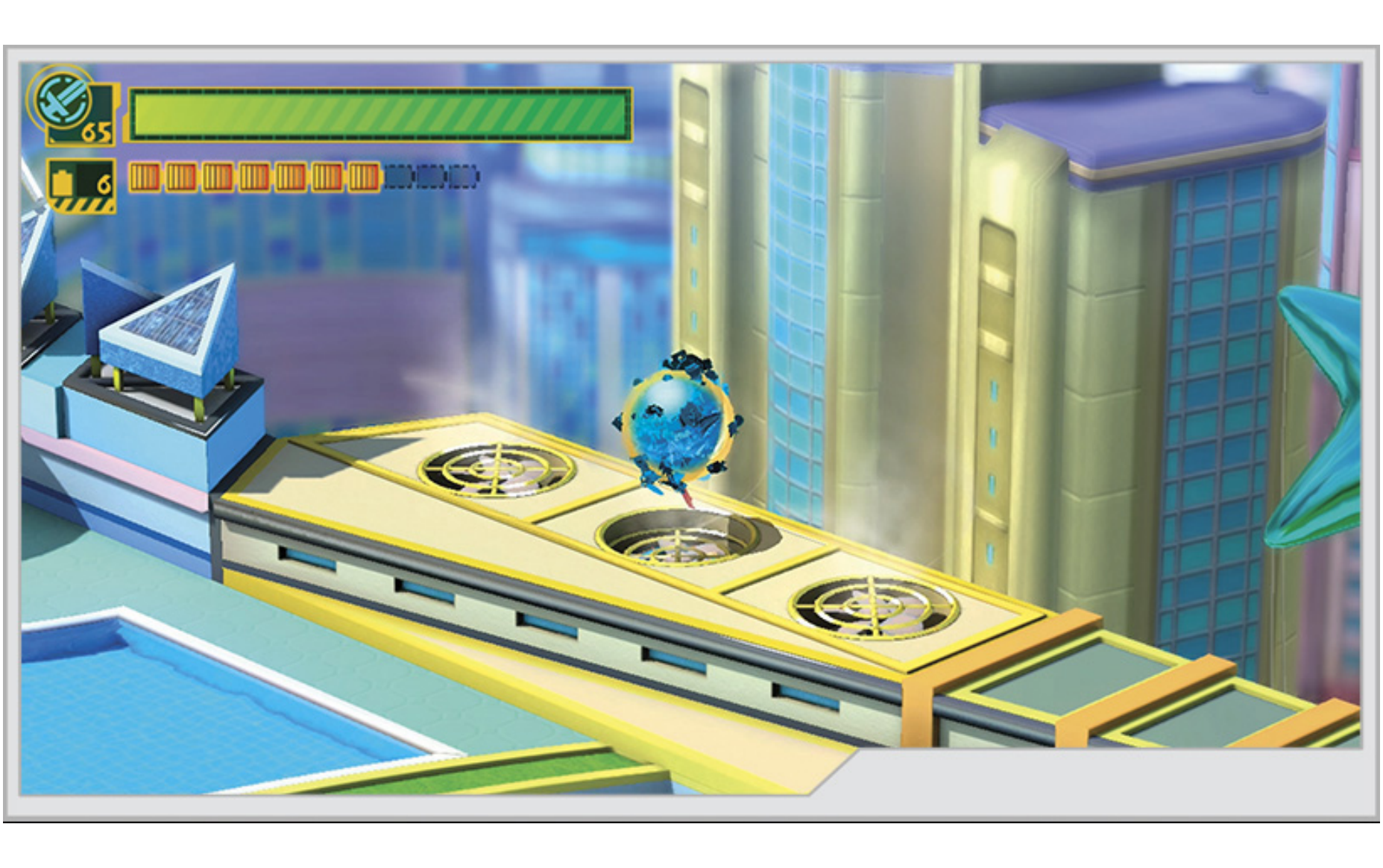
Unite Drill Spring is an upgrade to Unite Spring, turning the purely defensive ability into a useful offensive move when used well. Barring enemies possessing thick armor (or spiked armor), using a defensive barrier, or simply being too large to drill through, Unite Drill Spring can pass through most GEATHJERKs with ease. As a bonus, you can maintain your Combo multiplier (and even increase it) by sneaking in a Unite Drill Spring in the middle of your attacks.

Unite Blade Glider



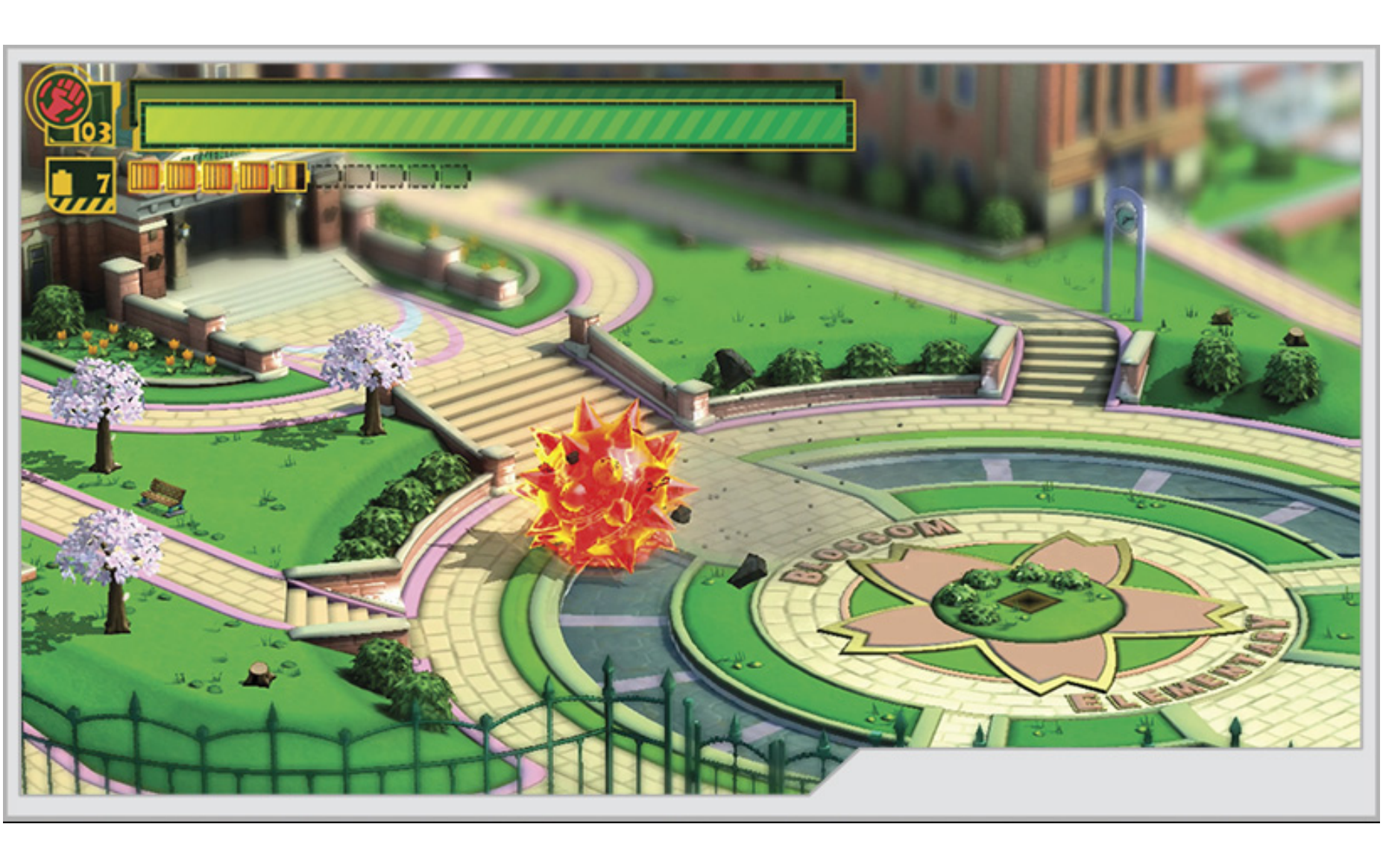
Not an essential upgrade by any means, Unite Blade Glider adds blades to the front of Unite Glider. You can use this on enemies to help maintain juggle combos, but in practice this can be tough to set up. On 101% Hard Mode, where you don't get time dilation to draw the Wonder-Liner in relative safety, it's quite hard to work in the Blade Glider. Of course, if you're able to do this regularly on your enemies, there's no denying the style points you'll get from it.

Unite Ball



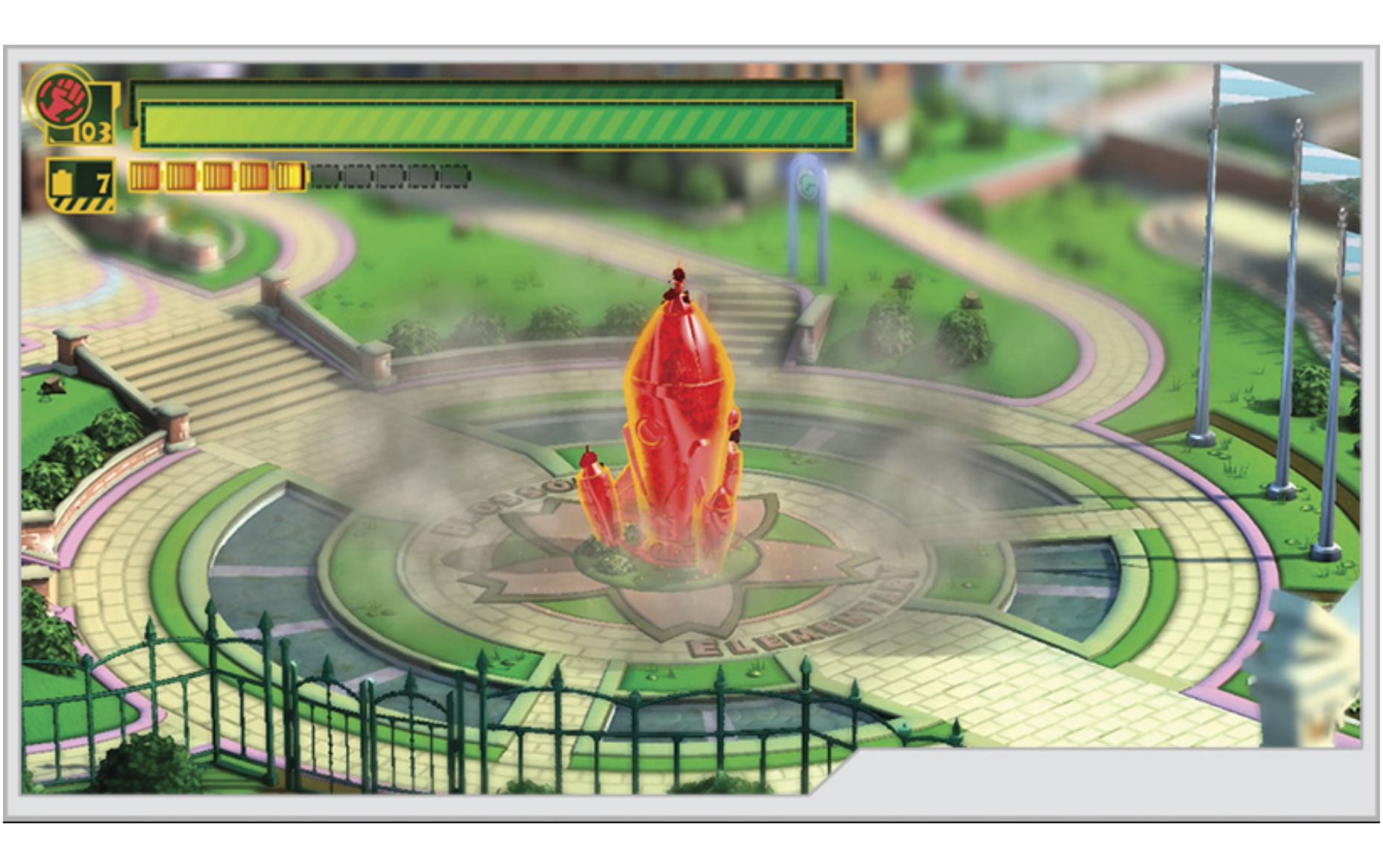
Another key Unite Morph, Unite Ball can be used directly after Unite Spring to speed away from your enemies or just to travel faster. Most importantly, there are several collectibles in the game that require you to use Unite Ball, so it's important that you snag this ability as soon as you can afford it.

Unite Spike Ball



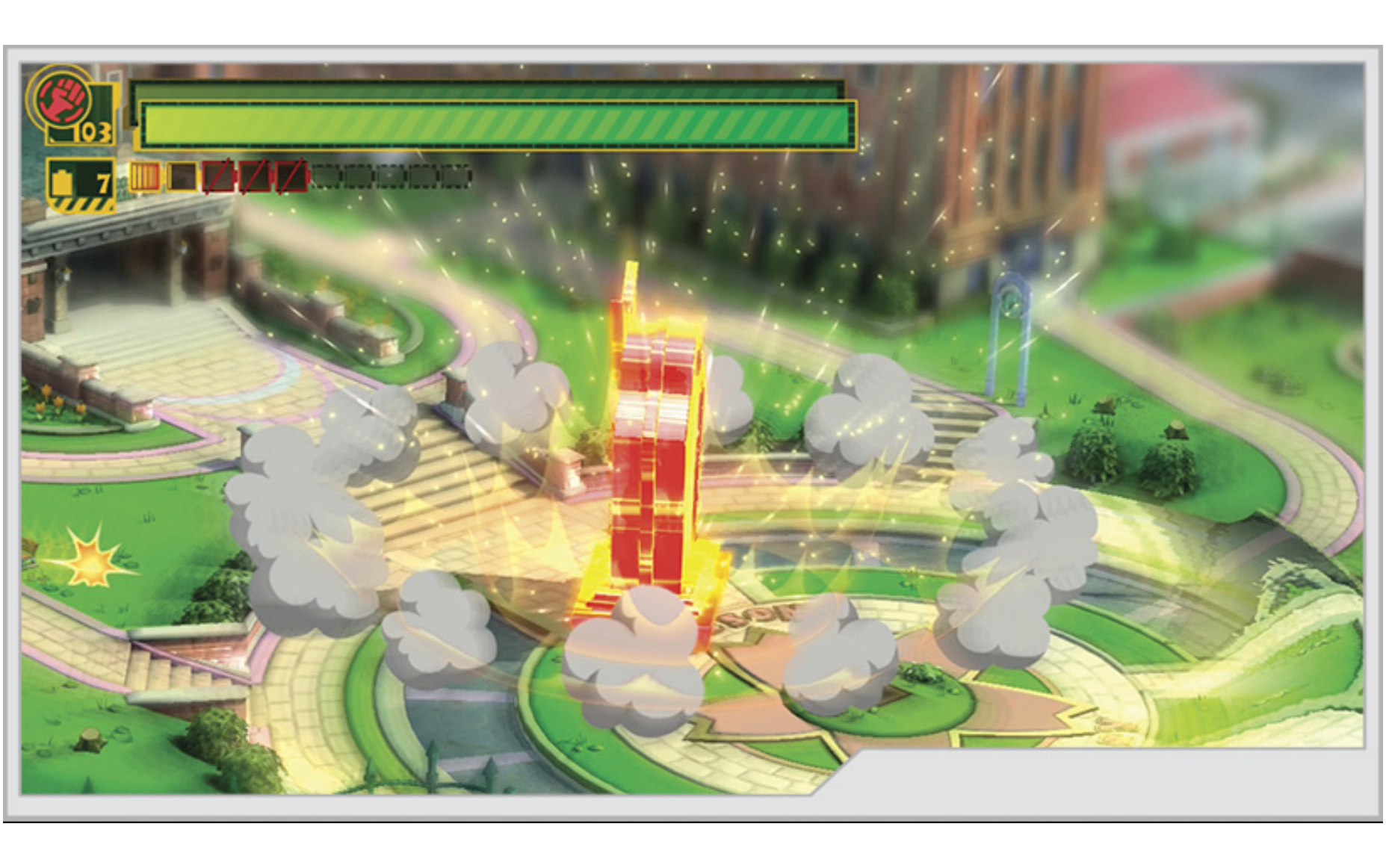
Unite Ball gains a set of spikes all around it, which allows you to roll into enemies to cause damage. This does not protect you from incoming attacks, so watch your rolling!

Unite Rocket



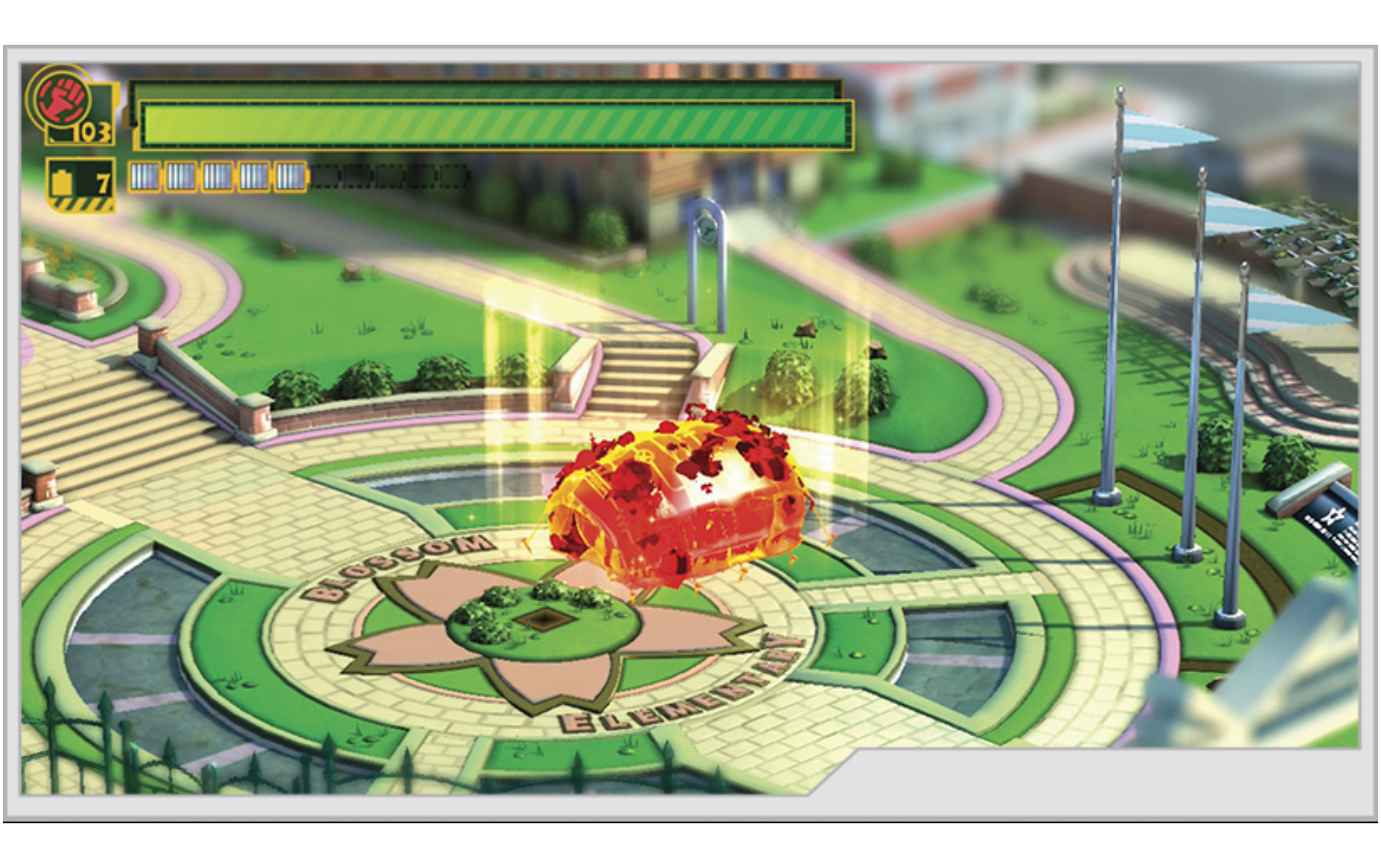
A somewhat situational Unite Morph to use, Unite Rocket allows you to blast your team to tough-to-reach heights. You can get more height by charging up the rocket prior to launch.

Unite Tombstone



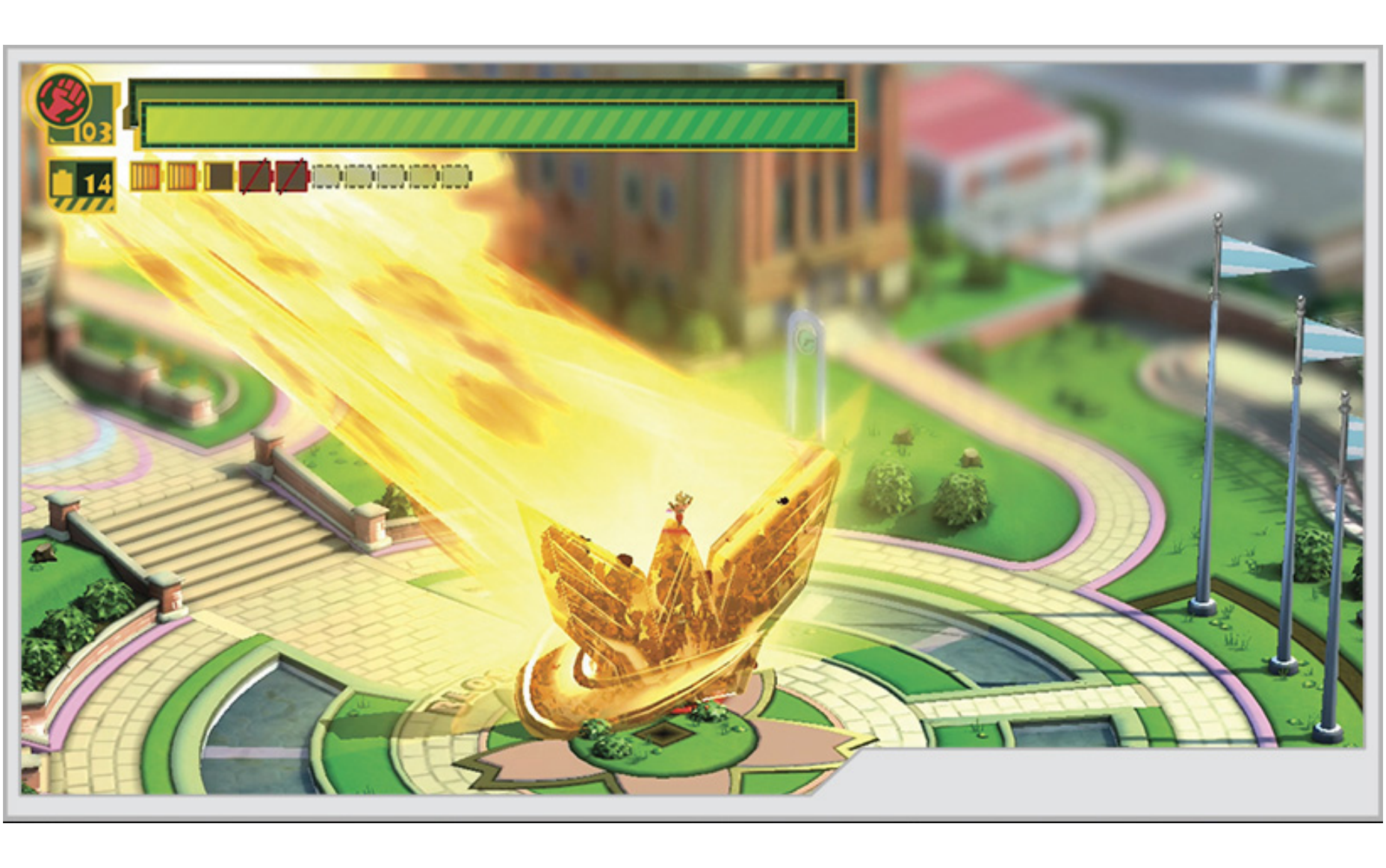
This is a very situational offensive Unite Morph, but it can be extremely effective at capping off a long air combo. Your entire team transforms into a tombstone that when dropped from a height causes a powerful impact shock wave. The tombstone can cause damage to any enemy below it, with only the thick armor of a Megang or the spike armor found on Gehdowns or Gedie Dough-Goo able to resist. Combine this with a Wonderful Rising launcher on a stunned enemy. If timed right, you can land multiple hits on an enemy with Unite Tombstone before landing on the ground.

Unite Camp



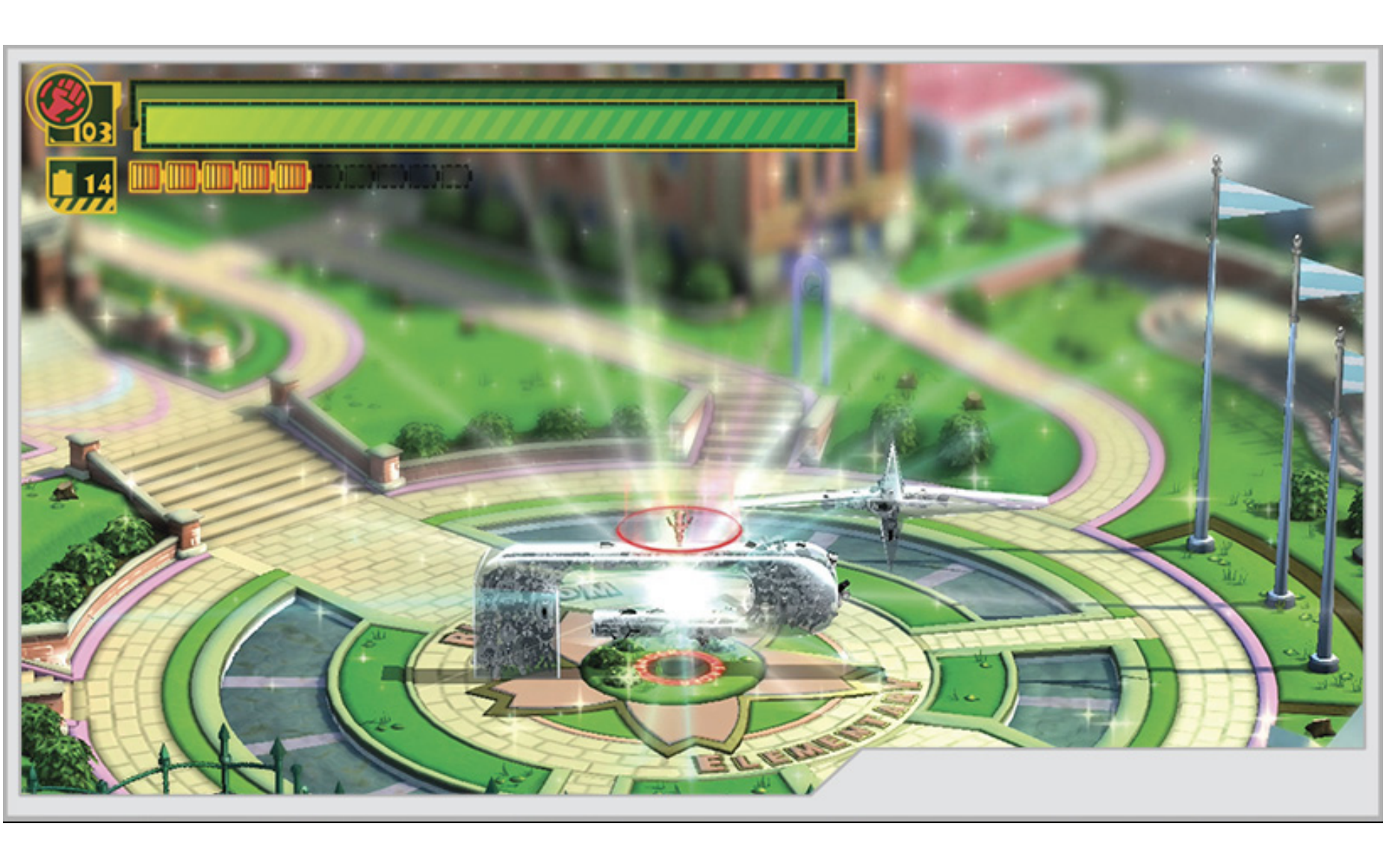
This utility Unite Morph turns your team into a camping tent, fully restoring your Unite Gauge. The real advantage of Unite Camp comes from its ability to supercharge the Unite Gauge, turning it from gold to silver. While you have any amount of supercharge, your Unite Morphs will automatically be at their maximum strength without having to draw larger shapes with the Wonder-Liner. This ability can be used before major fights, or if you're feeling particularly cheeky, you can use it during battles if you can find a spot to set up a Unite Camp. Mind you, it takes time before the ability actually triggers, and you are vulnerable to attack while using it.

Wonderful Forever



A special Unite Morph unlocked for purchase after beating the game once, Wonderful Forever is set up by drawing a giant "W" with the Wonder-Liner. This transforms a team of 100 heroes into a giant Wonderful 100 logo, firing a massive beam that can pass through nearly any defense imaginable. This can be a devastating weapon against slower targets, but faster enemies can get around the beam and are faster than you can steer it. At the end of the move (or if enemy attacks interrupt it), you are completely drained of all your Unite Gauge. Use this morph wisely, or not at all.

Platinum Forever



The second Unite Morph unlocked by completing the game, Platinum Forever requires a full team of 100 heroes. When you meet these requirements, you can draw a "P" with the Wonder-Liner to begin executing the attack. Your team will transform into a Platinastar Emblem and will spin around rapidly before engulfing the area in an enormous explosion, causing heavy damage to everything in your general vicinity. As with Wonderful Forever, this is an extremely situational attack, made difficult to use, as you are vulnerable during the windup to the actual blast. It is stylish as anything gets, though, which might be good enough for people who want to use it.

Custom Blocks
When you start the game, you can only place a single Custom Block on your Wonderful Medallion in order to boost your abilities, and the pickings are fairly slim. However, it's important to invest in good Custom Blocks as soon as possible, as they can change your entire gameplay style. This is not an exaggeration. Whereas you'd normally evade attacks as best you can, the Hero Counter Custom Block, for example, will let you stand your ground and parry the incoming strike (or strikes) with near impunity. Other blocks like Unite Charge will let you ramp up your offense much faster than taking the time to draw a large Wonder-Liner shape.

Speed Charge

Speed Charge increases the recovery of the Unite Gauge. Depending on your play style, this may or may not be an important Custom Block to have equipped. Remember, you gain back Unite Gauge faster through any means of attacking.

Unite Charge

One of the most useful Custom Blocks in the game, this allows you to charge up your Unite Morph attacks without drawing larger Wonder-Liners, simply by holding down the Unite Morph button. It costs Unite Gauge for every charge level you advance, and you need to have enough people to advance up a level, but the benefits of the increased damage you'll do are worth it.

Energy Converter

This is one of the best Custom Blocks, though its value may not be immediately apparent without purchasing the Attack Liner skill. Essentially, if you are at full health and get a health recovery item, your Unite Gauge will refill. If you are at maximum Unite Gauge, your health will refill. This is all proportional to the level of health or Unite Gauge recovery you'd normally receive.

One tactic is to slow the enemy down with Unite Bomb, then to draw an Attack Liner–enhanced Wonder-Liner through an enemy. The constant damage from the Wonder-Liner will help boost your Unite Gauge and will eventually start refilling health.

Safeguard

Safeguard reduces the damage of an incoming attack by half, at the cost of a significant portion of Unite Gauge. Ideally, you shouldn't be getting hit much at all, so the value of this Custom Block is somewhat limited.

Double Power

This Custom Block doubles the damage done by your Unite Morphs, but it also doubles the Unite Gauge cost. This can be a block on higher difficulties, where the enemy possesses more health, but it means you'll have to make your attacks count due to the high Unite Gauge costs.

Item Catcher

Reflecting an attack with Unite Guts will cause the enemy to drop an item. This can be useful throughout the whole game, as it works on every enemy attack you can reflect with Unite Guts.

Healing Guts

Upon successfully reflecting an attack with Unite Guts, you'll gain back a chunk of life. By itself this is useful. However, equipping this Custom Block halves the speed at which your Unite Gauge recovers. This can change your play style from being aggressive to being more passive, as you wait for your Unite Gauge to recover.

Auto-Guts

Unite Guts will automatically trigger in response to enemy attacks, at the cost of a significant amount of Unite Gauge. This ability is somewhat of a crutch, and not always useful in the face of multiple enemy attacks, which can overwhelm you even with this Custom Block active.

Dodge Mine

Dodge Mine is a situational but highly exploitable Custom Block. Every time you use Unite Spring, you will leave a mine on the ground that can cause moderate damage. Combining this with time-dilation abilities, such as Unite Bomb, Hero Time, and Hero Sense, can allow you to place a large number of mines at the feet of your enemies. If they are placed close enough, just hitting one will set all the mines off. A very dirty and awesome tactic to use against annoyingly swift foes.

Hero Time

Using Unite Spring just before an enemy attack lands slows the entire game world down, while you maintain your full speed. This gives you ample opportunity to move to a better location, to set up a stun with Team Attacks, or to begin an immediate counterattack. This is arguably the most useful Custom Block in the game, particularly on 101% Hard Mode, where you don't have time dilation while using the Wonder-Liner.

Hero Counter

The other Custom Block that could be considered "the best," Hero Counter allows you to parry most attacks in the entire game simply by pressing the Left Stick toward the attack the instant before it hits home. The timing might be tough to read at first, but skilled players will be able to negate most threats simply by staring them down and parrying at the right moment. This is a Custom Block meant for the truly skilled.

Hero Sense

Similar to Auto-Guts, Hero Sense triggers just before incoming attacks hit, costing you a large chunk of Unite Gauge. Hero Sense throws your surroundings into slow-motion, giving you a chance to evade to safety, use Unite Guts if applicable, or begin your counterattack.

Hero Sense stacks with Hero Time. So, if you trigger Hero Sense, then Hero Time by using Unite Spring to escape, the enemy will be moving ridiculously slow and be completely at your mercy. However, this is a costly combination of Custom Blocks to use, due to how much energy Hero Sense takes.

Ukemi

By pressing the Jump button just before taking damage, you can completely nullify that damage and keep fighting. This can be useful on high difficulty settings due to how little health you have to work with. This is a solid Custom Block to pair with Hero Counter.

Skills
The three skills you can purchase from the Wonderful Mart can improve your fighting capabilities by a significant degree, but as they are so pricey and aren't as obvious a set of improvements, it's easy to disregard them while you save up for other Unite Morphs or Custom Blocks. But pick up these skills as early as you can, as it will make the basic parts of your offense be more effective throughout the course of the game.

Note that all skills in the game, whether they are purchased from the Wonderful Mart or are earned by leveling up Unite Morphs, can be toggled on or off in the Status menu. You can play without the fear of accidentally triggering an attack you did not want.

Attack Liner

This skill allows your Wonder-Liner to do damage to unarmored opponents. By itself, that doesn't sound impressive. However, with creative use of various Custom Blocks, you can turn the Wonder-Liner into an extremely useful offensive tool.

Speed Liner

Speed Liner makes the Wonder-Liner move much faster, a useful skill for 101% Hard, as you don't get any time dilation while using the Wonder-Liner. It makes completing action sequences that require you to draw specific Unite Morphs more profitable, as you'll be able to put more heroes into the morph, and gain a larger O-Parts bonus at the end of the sequence. However, it does make drawing specific shapes with the Right Stick trickier. You can turn this skill on and off in the Status menu, so it really depends on your preferences.

Formation Charge

Normally, the Team Attack sends out one hero at a time to initiate a Climb Attack, and you have to land many of these Team Attacks to stun an enemy. Formation Charge allows you to power up a Team Attack to include multiple heroes. This can make it much easier to stun your opponents, setting them up for big combos much sooner.

Advanced Training and Tactics

Now that you're familiar with the arsenal available, it's time to go into some basic and advanced tips and tactics you can use to put GEATHJERK to the Valiantium Blade. The best feature of The Wonderful 101 is that it accommodates creative thinking during combat. You've got so many tools at your disposal that it's possible to pretty much play how you want on any difficulty setting, provided you're skilled enough to get away with it.

First Play-Through Wonderful Mart Tips

Your first run through the Story mode is challenging primarily because you don't start off with access to all of the goodies right away, nor does the Wonderful Mart actually show you everything you can eventually get your hands on. If you're struggling to reach high ranks on the graded missions, or you're simply not aiming for Platinum ranks, O-Parts will be fairly limited in supply, and buying things from the store will be tougher. We've put together a recommended list of items, Unite Morphs, Custom Blocks, and skills to aim for, as they tend to be beneficial in more situations.

Items

- Wonderful Cakes To Go
- Treasure Sensor

Realistically, there's not a lot of call to buy any items from the Wonderful Mart other than the Treasure Sensor. If you're diligent about trashing absolutely everything in the environment, hitting up hidden hammer spots, or rejuvenating flower beds, you'll have more than enough healing items to keep you in the fight. However, we do recommend trying to stock up on Wonderful Cakes To Go whenever you don't have a major purchase to save up for. Being able to quickly refill your Unite Gauge in the middle of a fight can help keep you on the offensive, rather than running around waiting for your meter to recharge. The Treasure Sensor is mostly optional, but it can help you with hunting down hidden supplies. It also comes in handy during some secret Kahkoo-regah missions. The best part of the light recommended items list is you're saving up O-Parts for valuable ability upgrades.

Unite Morphs

- Unite Guts
- Unite Spring
- Unite Ball
- Unite Spikes
- Unite Camp
- Unite Drill Spring
- Unite Spike Ball

The most valuable Unite Morphs are easily the top four in this list. Your defensive capability revolves around Unite Guts and Unite Spring, and you need Unite Ball to access some of the collectibles you'll find throughout the game. Unite Spikes is a solid enhancement to Unite Guts, and will always be useful. Unite Camp is a surprisingly good buy if you're using it before big fights, which can let you open every battle with fully powered Unite Morphs regardless of the number of heroes you have at your disposal. Drill Spring and Spike Ball are somewhat less vital, but both enhance Unite Spring and Unite Ball, two critical morphs you should have, so they're worthy purchases.

We don't regard Unite Tombstone as absolutely vital for a first run-through. While it can be powerful when you've got a full team at your disposal, it's a very situational morph that can get you into more trouble if used improperly. Unite Rocket is somewhat superfluous after you get Wonderful Rising on nearly any of the main seven Wonderful Ones, as a double-jump with well-timed Risings can help you reach greater heights than Unite Rocket can reach.

Custom Blocks

- Speed Charge
- Unite Charge
- Energy Converter
- Hero Time
- Hero Counter
- Hero Sense
- Dodge Mine
- Double Power

Of all the Custom Blocks, Unite Charge is one of the best early purchases you can make. It can make powering up your Unite Morphs in combat much easier to manage, and the cost to your Unite Gauge can be offset by the improved natural regeneration from having Speed Charge equipped simultaneously. Energy Converter can be amazingly useful in tandem with the Attack Liner skill. Later in the game, you'll gain access to the Hero Time, Hero Counter, and Hero Sense Custom Blocks, and these are real game changers. Hero Time boosts the usefulness of Unite Spring by a huge degree, Hero Counter rewards skilled players with the ability to take no damage from most direct assaults if used properly, and Hero Sense is almost too useful so long as you've got the Unite Gauge to trigger it. Between these three blocks, you can get through otherwise dire situations without a scratch, a key component to any Pure Platinum run.

Dodge Mine and Double Power are a bit less vital than the other blocks mentioned here, but they are worth talking about. Double Power ramps up your damage significantly, which can help your fight against tougher opponents. Dodge Mine can be an extremely dirty tactic to use against enemies, in conjunction with Unite Bomb and Unite Spring. It's quite situational, but it is rather funny to use against enemies like the Doora and its variants.

As for the Custom Blocks we didn't list? There's an argument to be made in favor of Safeguard and Auto-Guts. Both blocks work on the same principle as Hero Sense: Immediate danger triggers their effects. However, Safeguard and Auto-Guts both keep you in the immediate line of fire. One involves you taking damage, and the other isn't infallible and attacks can break it to still cause damage. Neither of these things is conducive to scoring Pure Platinum. Other blocks, like Healing Guts and Item Catcher, have decent utility and certainly can be solid choices for any player, but their usefulness is far outweighed by the sheer effectiveness of the recommended Custom Blocks.

Skills

- Attack Liner
- Formation Charge

There are only three skills to buy, and while they are all useful, Attack Liner, in our opinion, stands head and shoulders above the other two. Very few enemies can flat-out stop a Wonder-Liner traveling through it and causing continuous damage. In conjunction with the Energy Converter Custom Block, you can do damage while recharging your Unite Gauge and health. An amazing amount of utility at a relatively low cost.

The Formation Charge is pretty awesome. However, later in the game you can set up situations that let you get more or less the same effect almost as quickly with standard Team Attacks, thanks to Unite Bomb, Hero Time, or Hero Sense. Despite this, there are specific enemies—Tumeekey, the Diedough-Goo, Gedie Dough-Goo, and the Hah-Gonay—that Formation Charge can stun much faster, since you can throw so many more heroes at them at once, which is important because it takes so many heroes to stun them in the first place. Stunning enemies figures heavily into scoring big combos and keeping yourself safe from harm. This is an expensive skill to purchase, though, and in light of other important purchases to make, Formation Charge is a lower priority.

Speed Liner isn't worthless. It's actually pretty useful during action sequences requiring you to draw specific shapes, as it helps max out your O-Parts bonuses during those. Speed Liner really comes into its own during 101% Hard, where you've got no fancy time dilation to let you take your sweet time drawing those shapes for your Unite Morphs. However, Speed Liner isn't nearly as critical to your success on a first play-through.

General Combat Tips

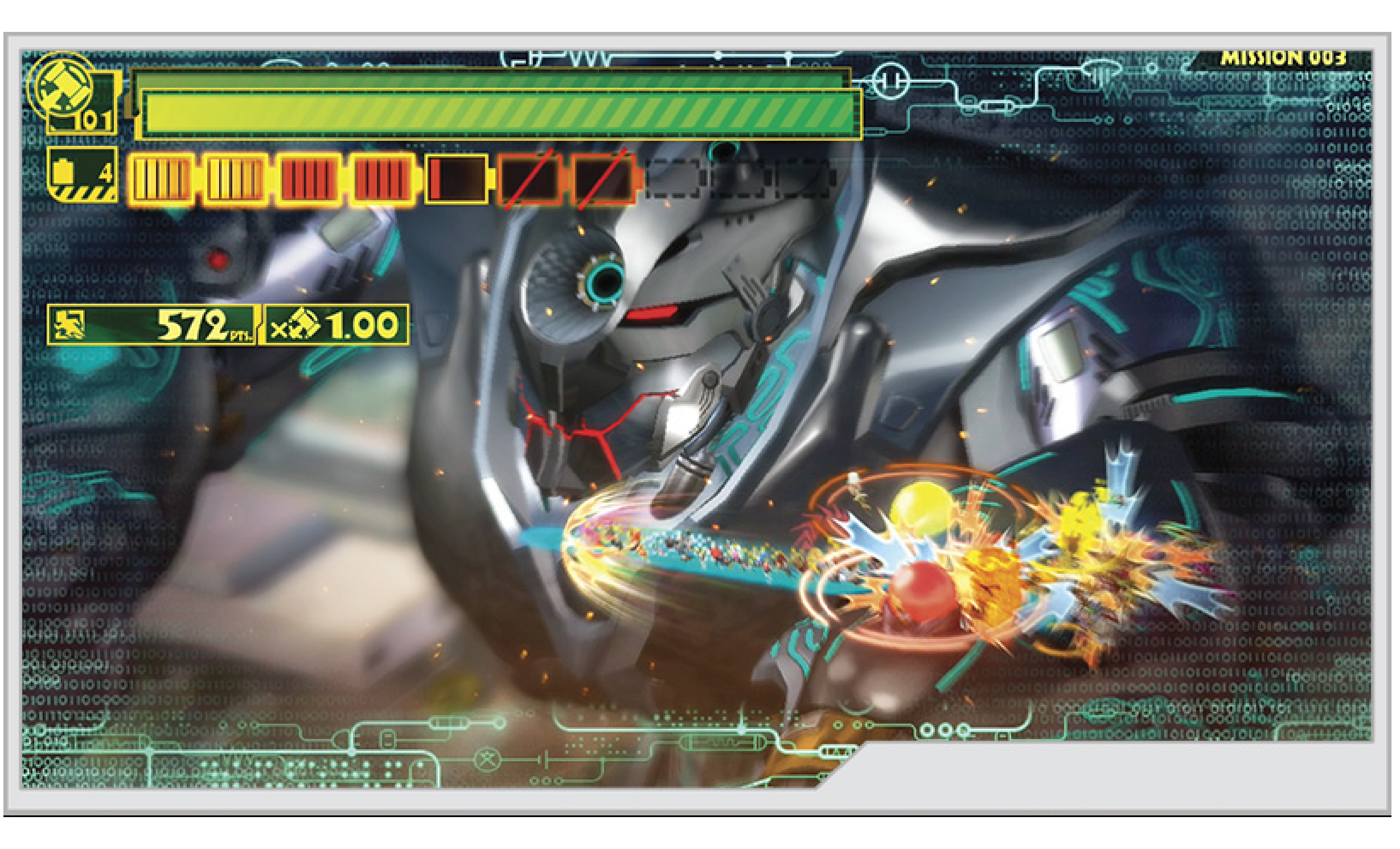
Regardless of whatever it is you're fighting, there's a few universal "rules" to follow in any battle:

- Stay mobile: If you're not actively attacking something, defending against attack with Unite Guts/Unite Spring/an appropriate Unite Morph, or following a counter prompt, there's very little reason to hang around the same spot, unless you are trying to use Unite Camp to recharge. Many enemies have attacks that will punish those who sit still for too long.
- Know when to use Unite Guts: It's easy to fall into the habit of using Unite Guts the moment you see an incoming attack. Unfortunately, while Unite Guts does solve a lot of problems, it is not the universal solution to every problem. There's a lot of attacks out there that don't respect Unite Guts at all. Use our enemy tables on page 348 to know exactly what you can do to defend yourself against everything every enemy can throw your way.
- Use your healing and Unite Gauge restoration items: Don't hold on to your Wonderful Noodle Soups and Wonderful Cakes too tightly! They are meant to be used. There is no penalty in using them. Maybe it'll sting your pride a bit, but that'll hurt worse if you actually lose a fight and have to continue, which ultimately costs you more.
- Avoid using items that will cost you a rank: This doesn't contradict the previous advice at all. Unless you're absolutely desperate to get through a difficult section, the items that cost you a rank at the end of an Operation are never powerful enough to offset that cost.
- Immediately break the special defenses of enemies who possess them: There are many enemies that have special defensive armor that requires you to use specific means to break through it. Barring any external interference, you should focus on using the correct Unite Morph to beat those defenses. Oftentimes this extra layer of armor will protect the enemy from harm until you deal with it.
- Go for the stun: Either through proper counters with Hero Counter or Unite Guts or by using Team Attacks, the majority of enemies you'll face in the game have some vulnerability to getting stunned. Take advantage of this. Even a number of bosses are susceptible to getting stunned. Stunned enemies are exploitable enemies, allowing for lengthy combos for heavy damage.
- Go toward the long combos: One aspect of your final grade at the end of a mission is your combo rating. To satisfy the Platinum requirements, you need to use multiple Unite Morphs while going on the attack to help boost your combo multiplier. If you take too long in between hits, your combo multiplier will reset.
- Be efficient: Early into any Operation, you don't have a full Unite Gauge and must max it out by collecting Wonderful Batteries. However, battles will still occur regardless of how much Unite Gauge you've got to work with. Keep those limits in mind, and use the appropriate level of Unite Morphs to deal with the enemy. Cutting loose blindly will only leave you out of energy and no longer on the offensive—worse still, it will leave you without the energy to use defensive Unite Morphs when you need them most. Stave this off by using Wonderful Cakes, but early in a first play-through, you'll not have many of those handy.

Wonderful Combat

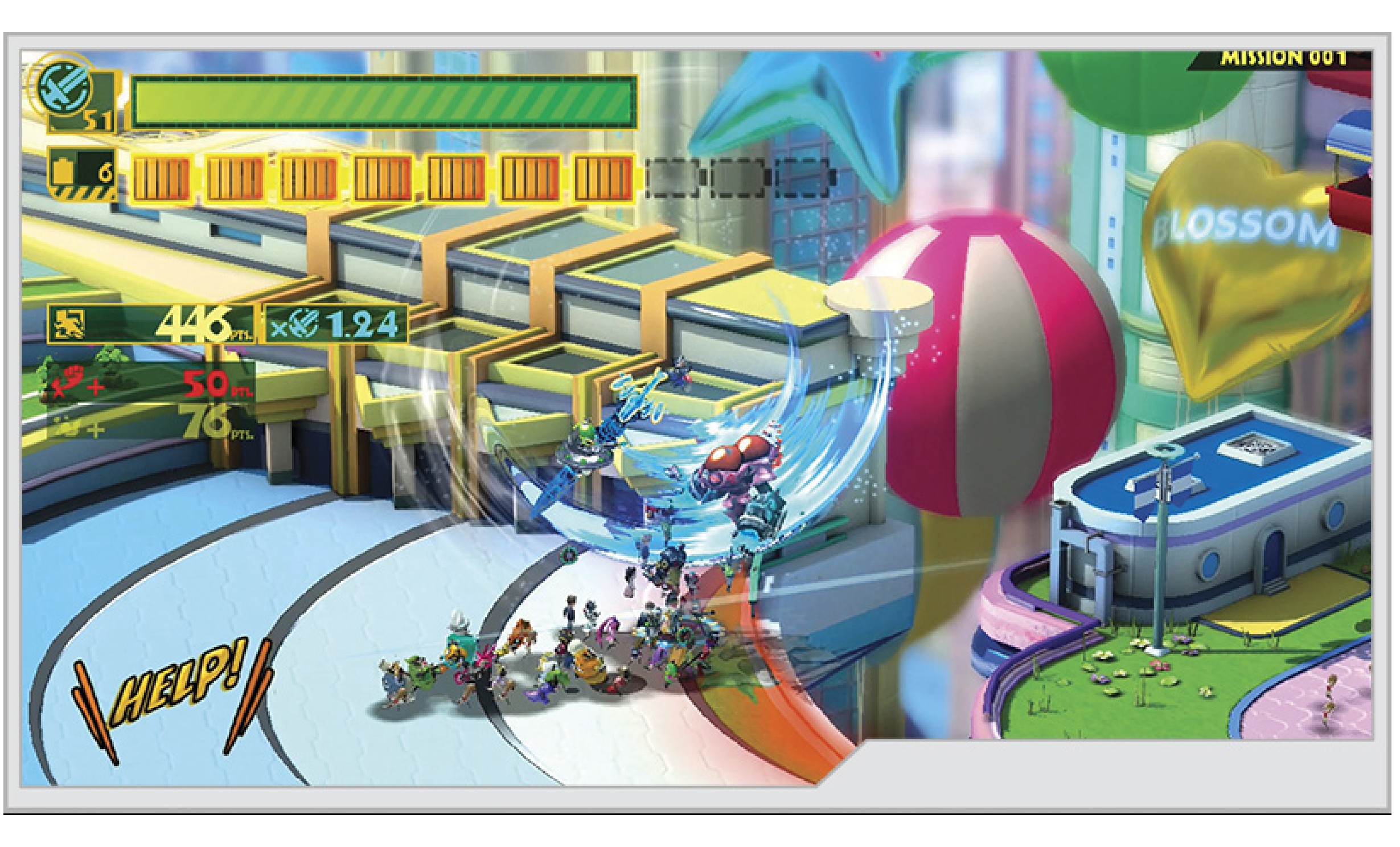
Some of these special tactics require the use of Unite Morphs, Custom Blocks, or skills you might not acquire until later in the game. Some of these tactics are basic commonsense tips to get the most out of your various abilities. This section is meant to inspire as much as it is to inform you about the possibilities your Wonderful Ones possess.

Lethal Multipurpose Wonder-Liner



A basic but versatile boost to your capabilities is to purchase the Attack Liner skill and the Energy Converter Custom Block. Hitting enemies with your Wonder-Liner will help recharge your Unite Gauge, and when it is filled, you'll regain some health.

Near-Endless Juggles

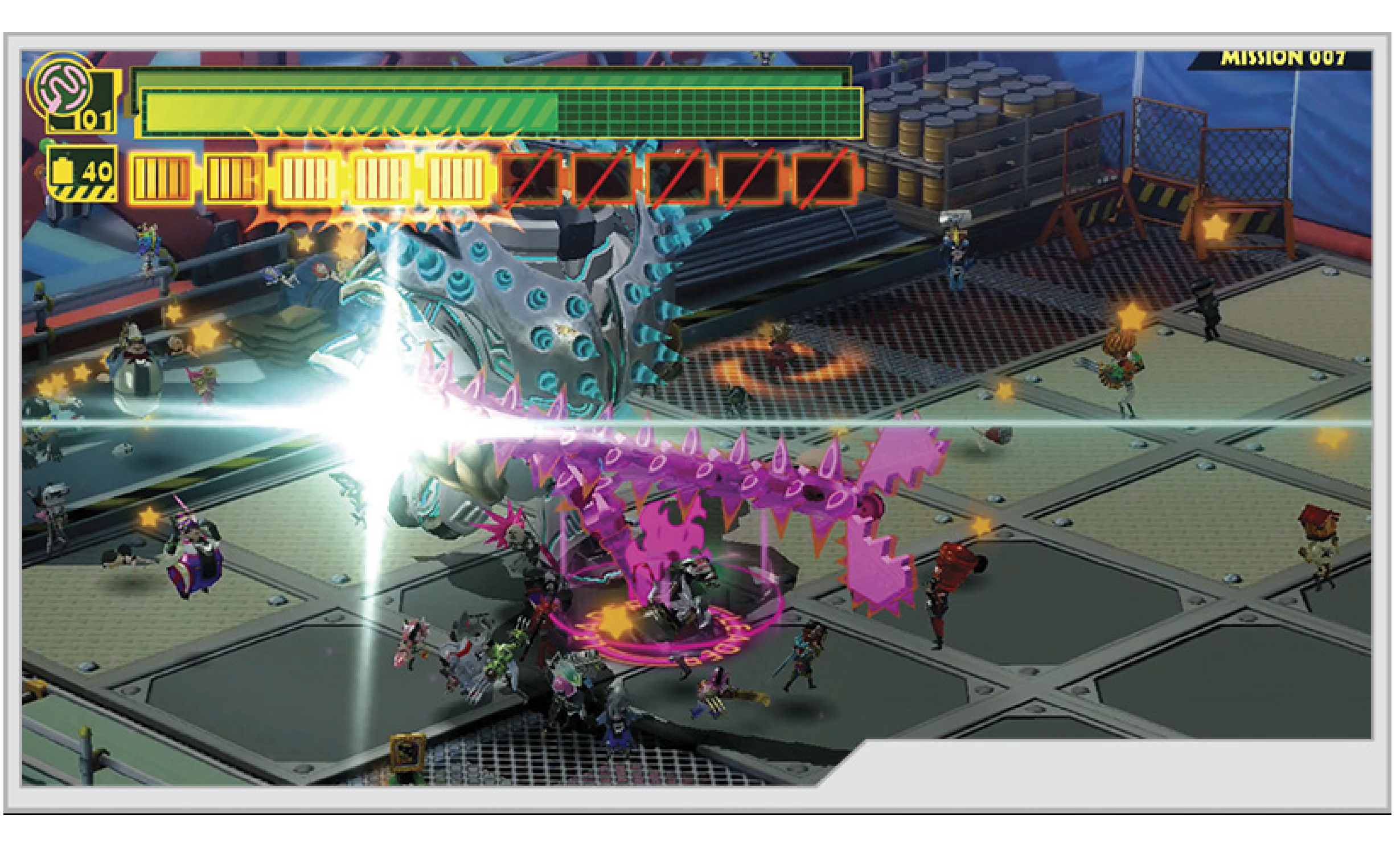


You can do this the moment you get Wonderful Rising for your base Unite Morph attacks. Generally, juggle combos work best with large enemies, like the Diedough-Goo or Hah-Gonay, as they are such large targets it's hard to miss them.

It's possible to keep an enemy in the air almost indefinitely with the proper use of Multi Unite Morphs and properly staggered use of Wonderful Rising. First, launch a stunned enemy into the air, follow them up, and throw in some extra hits to keep them airborne. While you do that, send out a Multi Unite Morph, preferably Unite Sword, but Unite Claw and Unite Hand can also work. Your teammates will maintain the juggle but will eventually drop the combo. However, if you let the leader under your control fall back down to the ground, you can leap back into the fray with another Wonderful Rising just as the enemy falls toward you, "catching" them and keeping them stuck in midair, completely at your mercy.

As you get farther into the game, you can expand on this technique as your arsenal improves. For example, if you stand under an enemy you've launched, you can toss a Unite Bomb straight up into them. This slows down their rate of ascent or descent, allowing you to land more attacks while the effect lasts. Juggles are your bread and butter when it comes to scoring enough Combo points for a Platinum rating, so be sure to exploit this.

Hero Time/Hero Sense Shenanigans

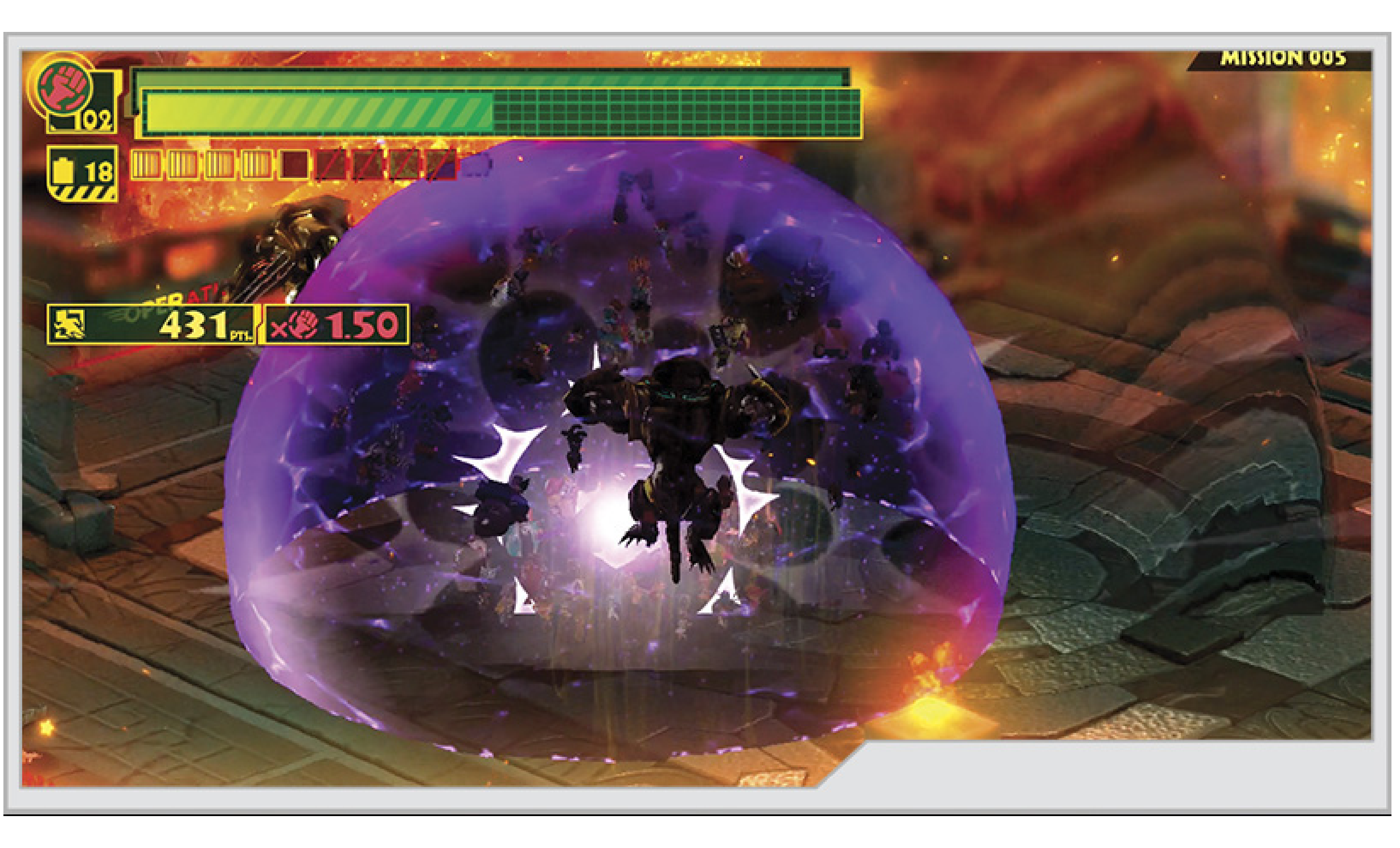


Hero Time and Hero Sense are two of the best Custom Blocks to have equipped. They can slow time if you Unite Spring away from an attack at the last moment or if you are in danger of taking damage. These effects stack.

Certain enemies, like the Gehdown and the Gedie Dough-Goo, have spike armor that damages you on contact. The game registers this as an attack. So, simply approaching the spike armor can trigger Hero Sense. If you Unite Spring away from the spike-armored enemy at that point, you'll also trigger Hero Time. With the game world slowed down so much, you should have little trouble ripping off their armor with Unite Whip.

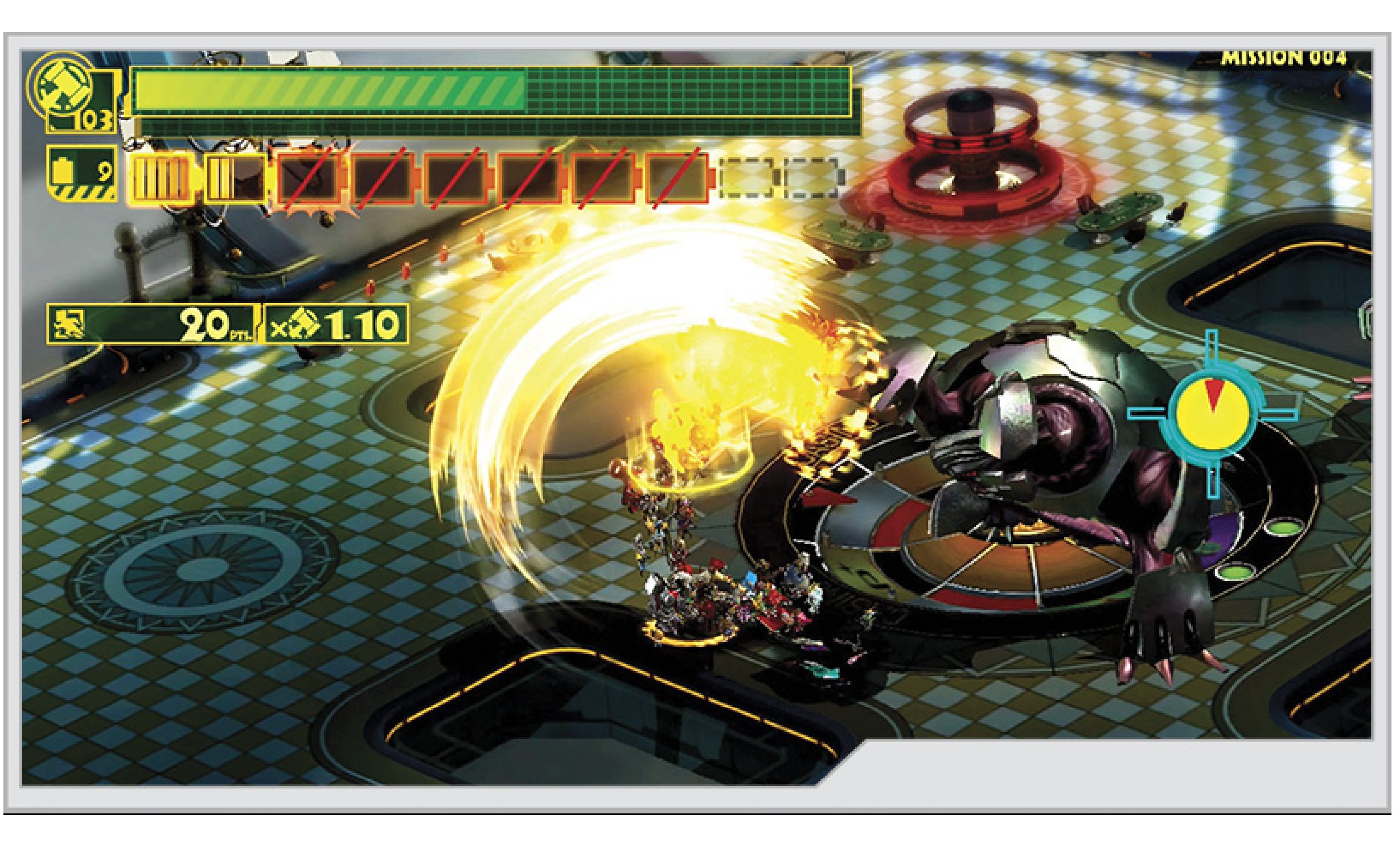
In general, any attack you can see coming is ripe for this tactic. Beam attacks are a good example. Since they are a constant threat of projecting damage, merely being close to the laser will trigger Hero Sense, and you can constantly Unite Spring away from the beam, then run back and repeat the process to keep up Hero Time.

The Unite Bomb–Dodge Minefield



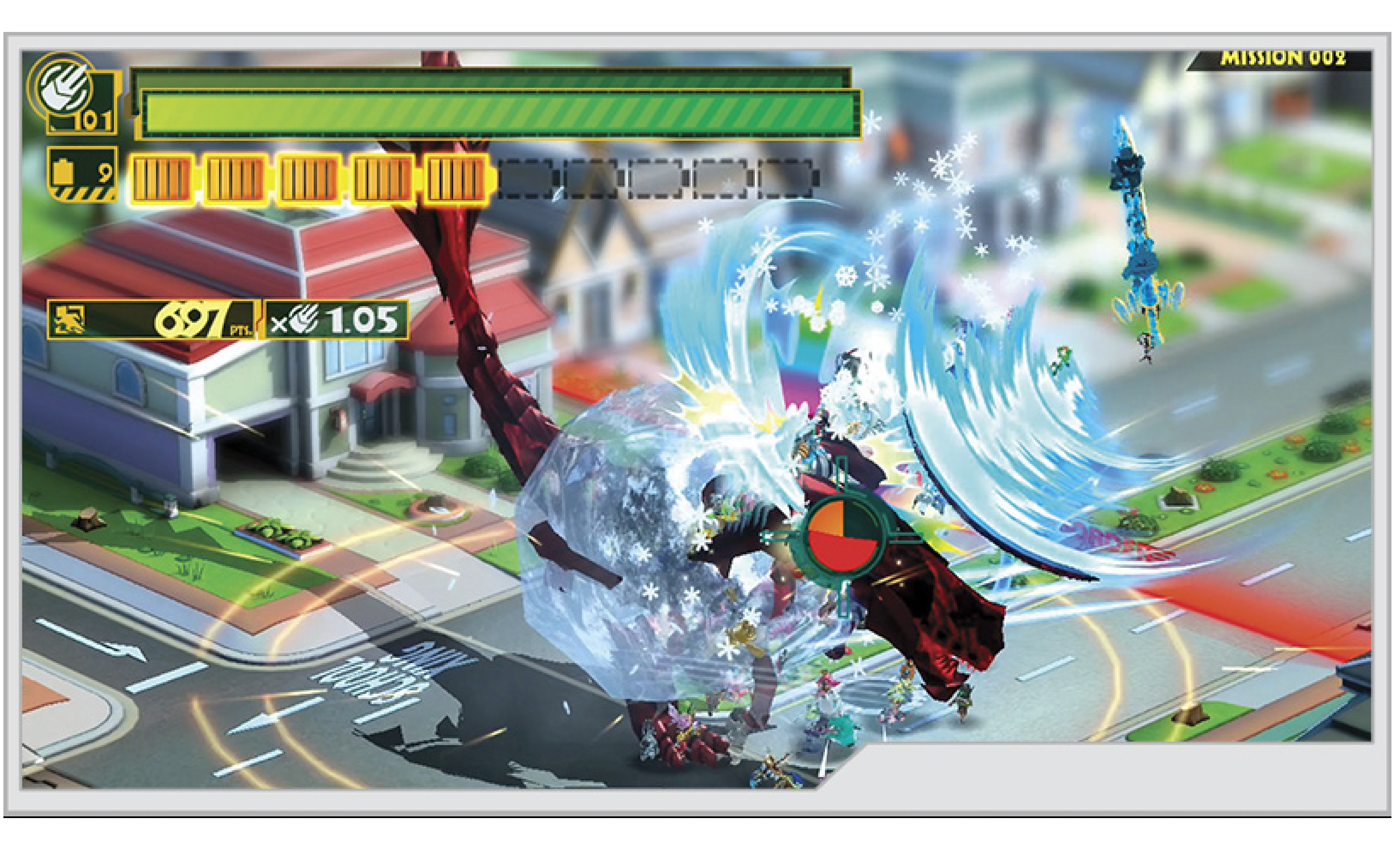
This tactic works best against isolated targets, though it is possible to catch multiple enemies in a small Unite Bomb blast to slow them down. With the Dodge Mine Custom Block, you can set a mine with every use of Unite Spring. With the enemies slowed down by the small Unite Bombs, you can lay down a considerable number of mines using the Wonder-Liner (enhanced by Attack Liner and supported by the Energy Converter Custom Block) to spear the enemies and refill your Unite Gauge to help maintain the Unite Bomb–Unite Spring spam. This is an excellent way to deal with the frustratingly quick Doora series of GEATHJERKs.

Unite Hammer Time



When clearing out a large number of smaller enemies, use Unite Sword early on; make it as large as possible and then swing away. However, this is less viable when armored opponents step into the fray, for when the sword strikes the armor, the Unite Morph will be shattered, scattering your team across the battlefield. You can avoid this by using Unite Hammer. The Unite Charge Custom Block will let you quickly charge up a Unite Hammer to the maximum possible strength. You can then use Wonderful Rising to get a good height over the battlefield, and perform a single downward strike from on high. The ensuing shock wave on impact will damage, if not destroy, smaller foes while also damaging armored ones.

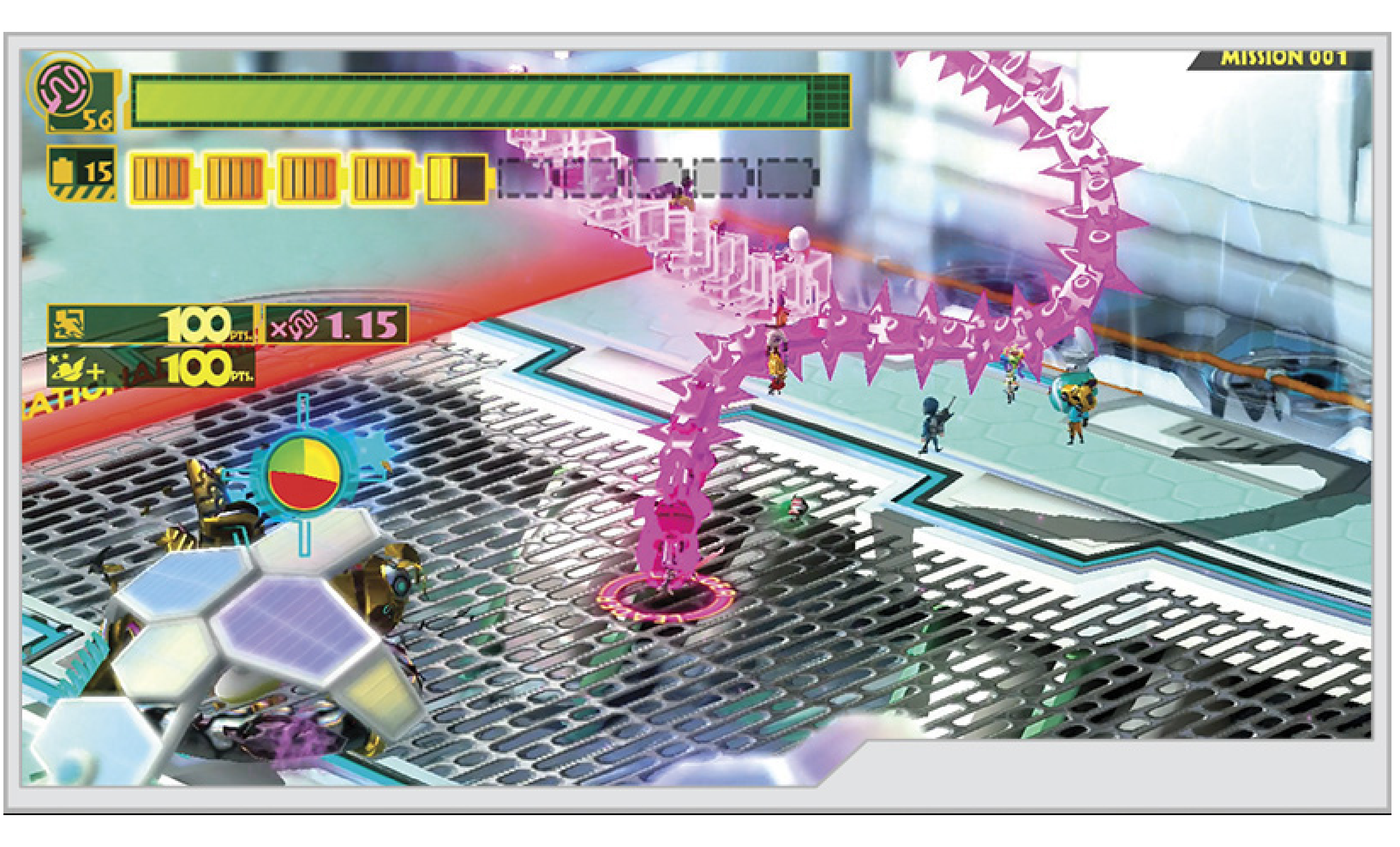
Unite Claw Utility



While Unite Claw doesn't build up your combo multiplier particularly fast, its ability to freeze a target in place is extremely valuable. You can freeze launched enemies in midair, either by leading with Unite Claw yourself or by summoning members of your team to do it. Unite Claw makes an excellent supporting Unite Morph in general for any combos.

In addition to this, there are multiple enemies that require you to use Unite Claw to pry open their defenses to get at their weak points: the Hah-Gonay, the Deah-Kani, and the Die-Rixen. While you are busy prying open these specific enemies, you are effectively invincible! This is especially useful in battles against multiple Hah-Gonay.

Unite Whip Slam Control



Unite Whip can pick up and slam or throw stunned enemies, most prominently the Orgon, Dahkarts, Hoedown, Raydown, and Gehdown. This attack is heavily damaging, but it immediately ends the stun, so if the enemy is not destroyed, they can still fight back and potentially cause damage. Rather than going for the whip slam, launch the enemy with Wonderful Rising and work on an air combo instead. You can ultimately cause more damage in the end.

The Wonderful 101 Scoring System

The Wonderful 101 grades all ranked missions in the Story mode on three specific criteria and assigns a medal rating in each of these categories. The average value of your score determines the overall rating for your mission. The highest rank possible, Pure Platinum, requires you to score a Platinum in all three categories, no exceptions. Before every ranked mission in this guide, there is a chart showing you the requirements in each category, across every difficulty, necessary to achieve a Bronze, Silver, Gold, or Platinum medal.

It can be easy to finish a fight quickly without getting harmed, only to miss the combo requirement by so much you don't even rate a Bronze medal. It's not just about pure efficiency and never getting hit; it's also about style, mixing your attacks up, and maintaining a persistent combo multiplier throughout the fight.

Time

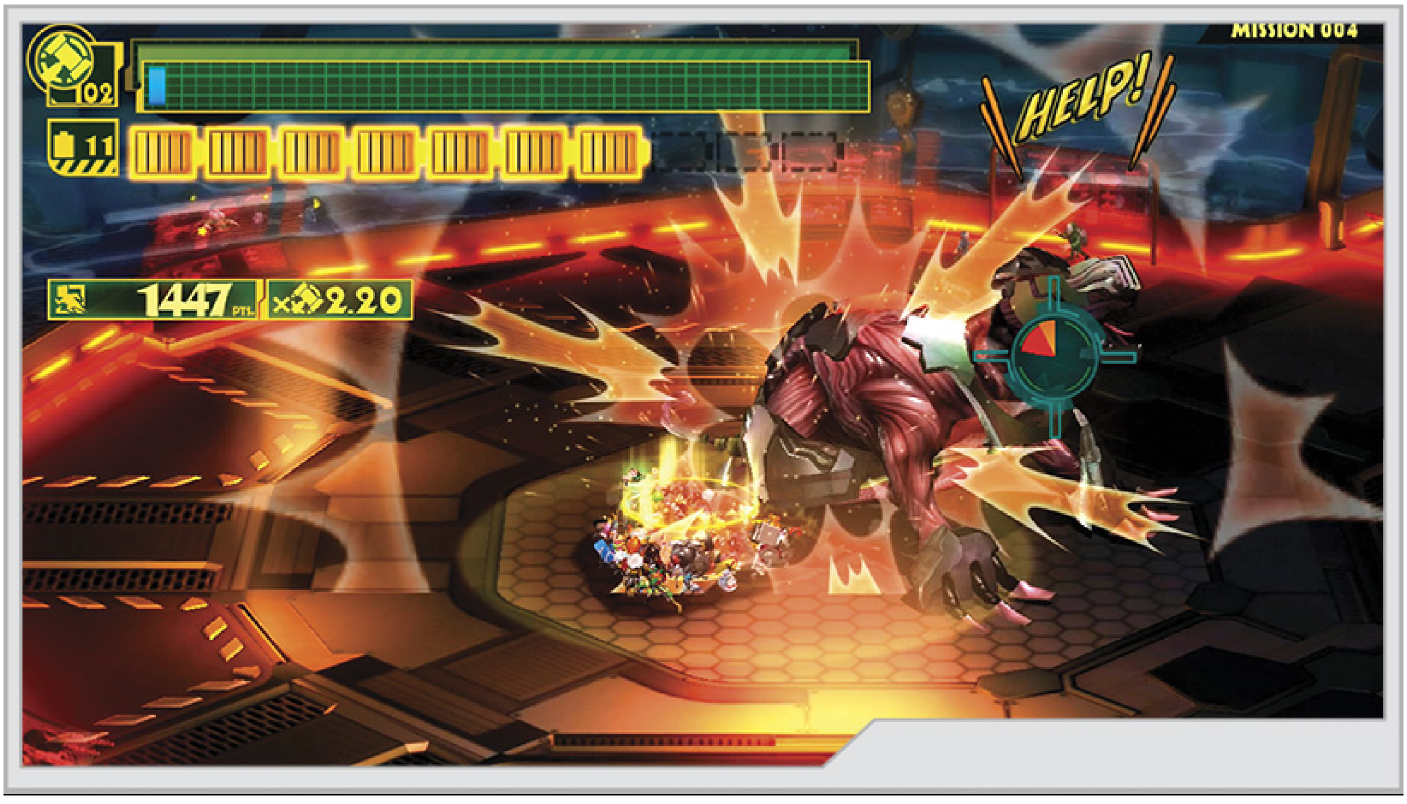
Time is easy enough to understand: Complete the fight within a certain amount of time and receive a rating and a point bonus based on that rating. Platinum times tend to be pretty demanding, but are never impossible. If you're struggling with time requirements, it's most likely because you're not fighting the enemy efficiently, either by getting hit a lot, spending too much time juicing up your combo score, or not being aggressive enough to exploit openings revealed by your opponents. Time can be particularly frustrating to achieve during the boss battles, all of which are highly scripted, with numerous phases to battle through before you achieve victory.

Damage

There is one rule to scoring Platinums for the damage rating: Don't get hit. Ever. Not even a little bit. Yes, even running into an ambient fire counts as damage against your Platinum ranking during a graded mission.

You can make this easier to achieve, primarily through the use of Custom Blocks like Hero Sense, Hero Time, and Hero Counter. The time-dilation effects of Hero Sense and Hero Time can help get you out of harm's way without a scratch, while Hero Counter lets you bat aside most attacks with surprising impunity, assuming you can get the timing down.

Combo Scoring



A big combo in the making.

This is the most complex part of the scoring system. Your combo score is influenced by numerous factors:

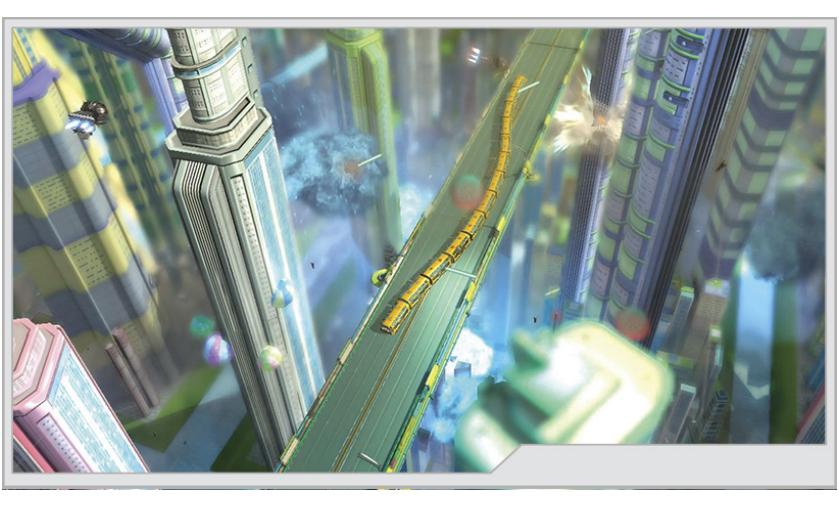
The key to maximizing your point score is to use a variety of Unite Morphs to boost the Combo multiplier. As all your points are tallied up while you go on the attack, a fluctuating Combo multiplier will appear next to the running total of the points being earned from all the bonuses you're gaining during combat. Boosting it comes from using multiple Unite Morphs in the middle of a combo. If you stick to Unite Claw all day, you might hit the enemy a lot, but your multiplier will be very low, and your total points will suffer in the end.

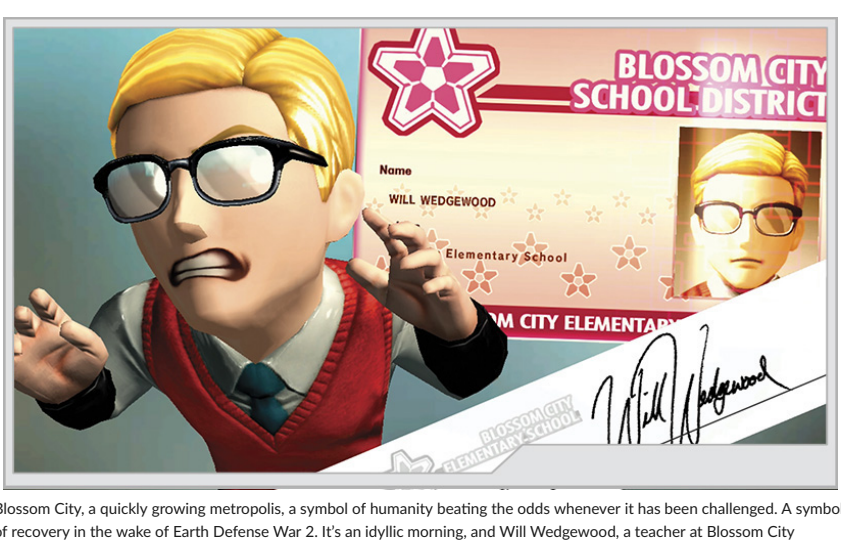
To counter this, you need to switch between Unite Morphs and summon your teammates to support you with additional Unite Morphs, and you need to use the full extent of your combat skills, mixing in Wonderful Rising, Wonderful Stinger, and Wonderful Cyclone. Different Unite Morphs improve your Combo multiplier by different amounts. Unite Claw is at the low end of that spectrum, while Unite Hand, Sword, and Whip tend to provide the greatest boosts to your combo multiplier while also maintaining your overall efficiency at quickly dispatching your foes.

Name	Description	Value
Unite Morph Strike	Tallied per hit with a Unite Morph	50
Special Unite Morph Bonus	Tallied per hit with a Unite Morph during Shooting Missions	10
Enemy Weapon Strike Bonus	Tallied per hit with a weapon dropped by a GEATHJERK	300
Stagger/Air Combo Bonus	Bonus applied when stricken enemy is stunned or airborne while taking damage	100
Counter Attack Bonus	Requires Hero Counter Custom Block, applied for every successful parry	100
Unite Guts Bonus	Applied upon successful reflection of enemy attack with Unite Guts	200
Unite Spring Bonus	Applied upon successful evasion of enemy attack with Unite Spring	200
Throw Bonus	Applied after successfully picking up and throwing an enemy with the Wonder-Liner	150
Small Special Bonus	Bonus points awarded during Shooting Stages	50
Medium Special Bonus	Bonus points awarded during Shooting Stages	100
Large Special Bonus	Bonus points awarded during Shooting Stages	300
Extra Large Special Bonus	Bonus points awarded during Shooting Stages	1000

Prologue

Prologue





Blossom City, a quickly growing metropolis, a symbol of humanity beating the odds whenever it has been challenged. A symbol of recovery in the wake of Earth Defense War 2. It's an idyllic morning, and Will Wedgewood, a teacher at Blossom City Elementary School, reminisces of a past tragedy while escorting his class on a bus ride to school. The idyllic morning is shattered by an assault from the skies above. Blossom City is under attack, and as we will soon discover, the whole planet is once again in jeopardy!

Mission 1

HELP!
HELP!
01

Medal Requirements

Welcome to The Wonderful 101! While the Prologue introduces you to the basic mechanics of the game and sets you up for a wild ride, you are already under the watchful eye of the game's score system. This is a simple first mission, however. Collect the 20 students in the next two compartments on the bus as quickly as possible while moving forward.

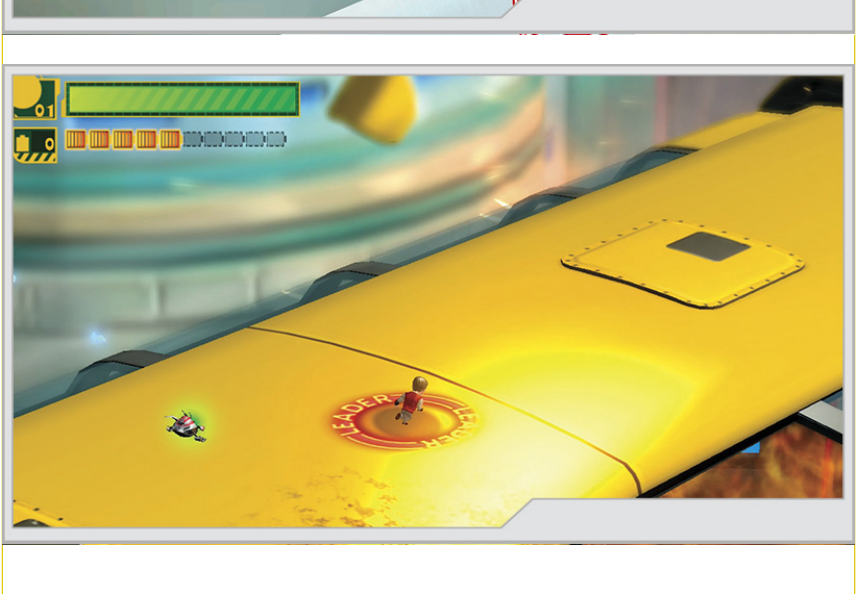
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:25	0:30	0:40	0:50	Very easy
Time	0:25	0:30	0:40	0:50	Easy
Time	0:20	0:25	0:30	0:40	Normal
Time	0:20	0:25	0:30	0:40	Hard
Time	0:20	0:25	0:30	0:40	101% Hard

Try your best to achieve the Pure Platinum ranks during the Prologue missions, as you gain a significant point bonus for each mission you clear at that rank. These are arguably going to be the easiest Pure Platinums you'll achieve in the entire game. If you can clear the Prologue with a Platinum or Pure Platinum rank, you'll start the first real operation with a significant point advantage, allowing you to purchase the Unite Guts ability before you start the main game. We also recommend replaying the Prologue to make sure you have enough points to also purchase Unite Spring.

Mission 2

Medal Requirements

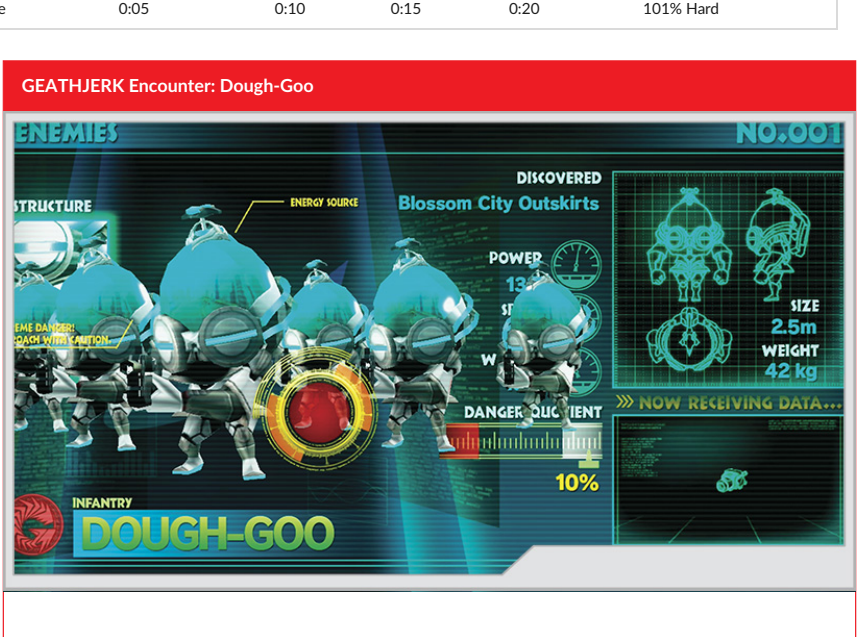
CENTINELS IDENTIFICATION
SUPPORT MECH
P-STAR



After encountering P-Star, your robotic assistant, you're told to quickly head to the front of the bus, as it is on a collision course with the school Will teaches at. Follow the command prompts onscreen to sprint through and then stop the damaged bus. You'll eventually be blasted back into the bus, where your first encounter with the enemy commences. As soon as you encounter the enemy ground troops, Mission 2 of the Prologue begins! Do not waste time trying to fight the enemy just yet; just sprint past them until a cutscene plays out. An easy Pure Platinum!

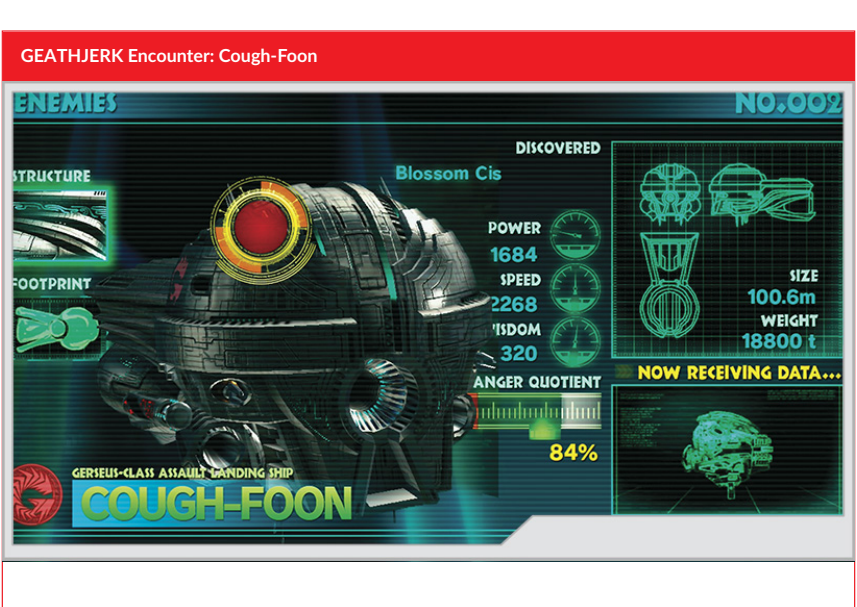
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:05	0:10	0:15	0:20	Very easy
Time	0:05	0:10	0:15	0:20	Easy
Time	0:05	0:10	0:15	0:20	Normal
Time	0:05	0:10	0:15	0:20	Hard
Time	0:05	0:10	0:15	0:20	101% Hard

GEATHJERK Encounter: Dough-Goo

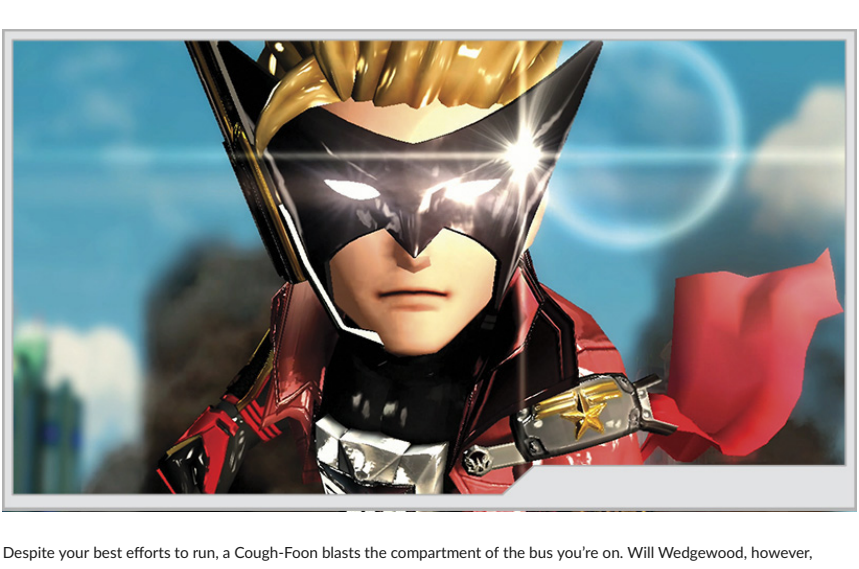


The basic trooper of the GEATHJERK, a Dough-Goo alone is still a dangerous opponent to any person caught alone without the means to fight back. The Dough-Goo, however, is almost never deployed alone and without support. Squads consisting of dozens are already teleporting onto the bus, and as of yet, Will does not have the means to fight back. For now, just run!

GEATHJERK Encounter: Cough-Foon



The staple GEATHJERK assault landing ship spearheading the invasion of Blossom City is the Cough-Foon. Loaded with GEATHJERK infantry and land warfare vehicles, Cough-Foon present a much greater threat beyond their massive beam cannons, and they are entering Earth's atmosphere by the hundreds!



Despite your best efforts to run, a Cough-Foon blasts the compartment of the bus you're on. Will Wedgewood, however, performs a dramatic transformation and becomes Wonder-Red, a member of the Wonderful 100!

Mission 3

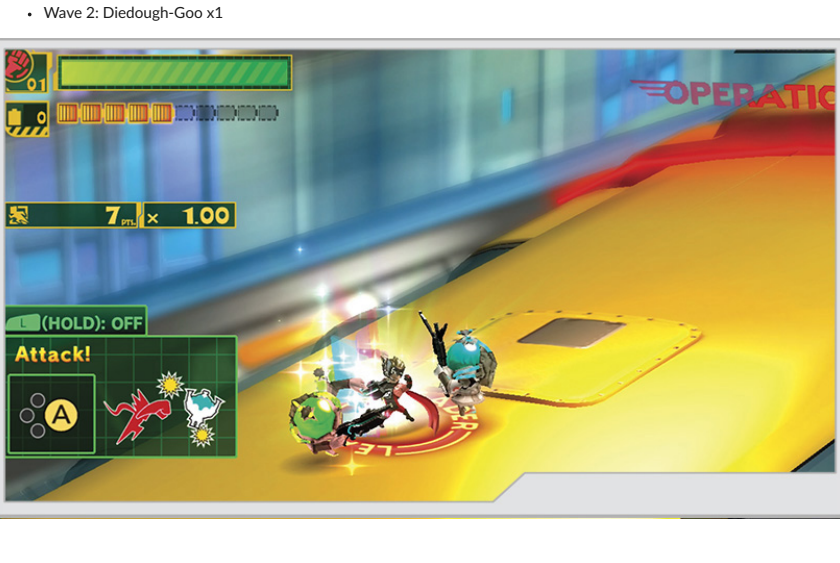
Medal Requirements

Enemies Present (Very Easy–Normal)

- Wave 1: Dough-Goo x3
- Wave 2: Dough-Goo x3

Enemies Present (Hard–101% Hard)

- Wave 1: Dough-Goo x3
- Wave 2: Diedough-Goo x1

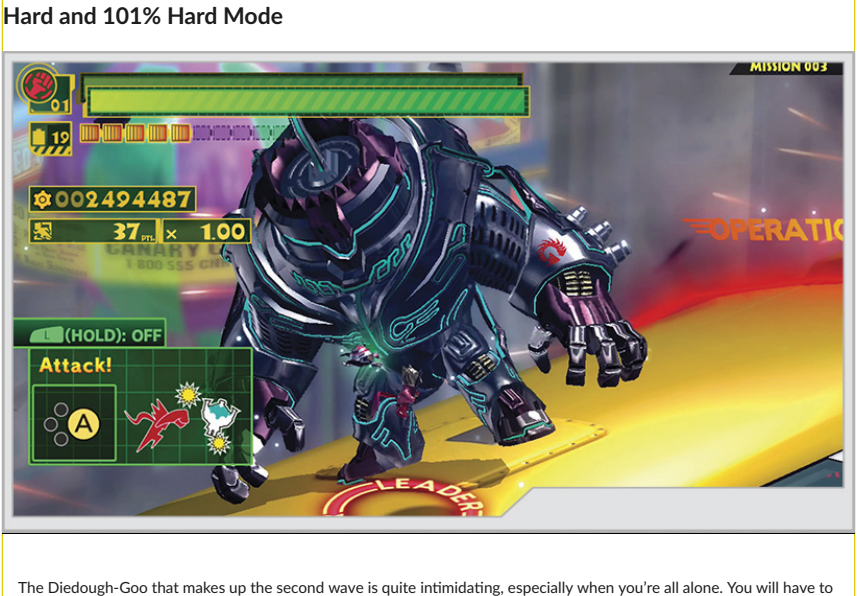


Now transformed, Wonder-Red can dispense fistfuls of merciless justice on the Dough-Goo troops that accost him atop one of the bus cars. The trick here is to keep the enemy from charging their rifles to set up their lunging attacks. If you can group the Dough-Goo, you can catch multiple targets with every punch. Work quickly and get that Pure Platinum!

Note

This is the first time you can collect O-Parts from your fallen enemies! O-Parts are the currency you need to amass in order to purchase upgrades at the Wonderful Mart in between operations. You also gain bonus O-Parts for the rankings earned during missions.

Hard and 101% Hard Mode

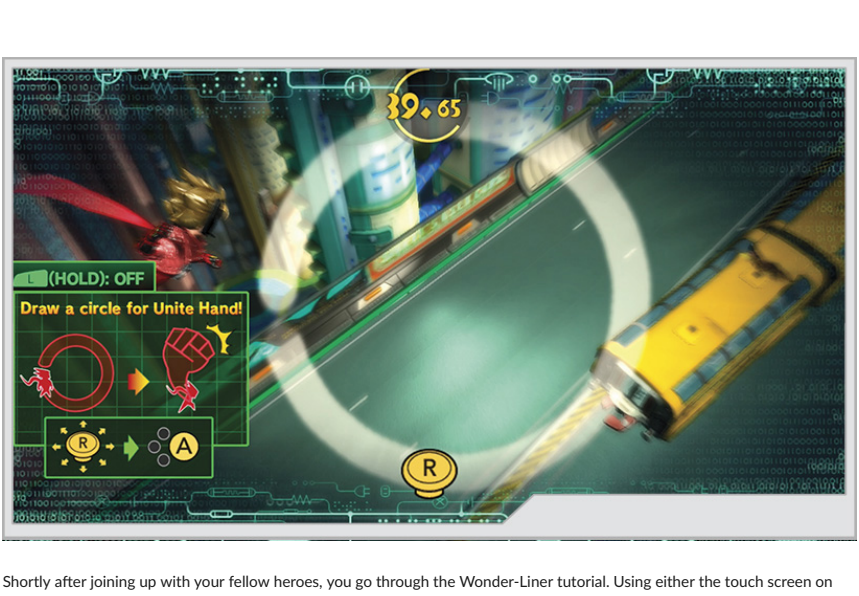


The Diedough-Goo that makes up the second wave is quite intimidating, especially when you're all alone. You will have to make every opportunity to strike count, as the time requirements for these difficulties are very strict. Don't get so focused on doing damage that you neglect avoiding incoming attacks. Try to keep the fight away from the corners of the bus, and to avoid getting trapped, stay away from them when the Diedough-Goo inevitably enrages.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:40	0:50	1:00	Very easy
Time	0:30	0:40	0:50	1:00	Easy
Time	0:30	0:40	0:50	1:00	Normal
Time	1:30	1:40	1:50	2:00	Hard
Time	1:30	1:40	1:50	2:00	101% Hard
Combo	35	30	25	20	Very easy
Combo	35	30	25	20	Easy
Combo	45	40	30	20	Normal
Combo	100	90	80	50	Hard
Combo	100	90	80	50	101% Hard
Damage	0	100	200	300	Very easy
Damage	0	100	200	300	Easy
Damage	0	100	200	300	Normal
Damage	0	100	300	500	Hard
Damage	0	100	300	500	101% Hard

SCHOOL BUS LINES
GDA

Shortly after the brawl ends, a Gaia Defense Army APC rolls alongside the damaged bus, with a man standing atop it calling for Wonder-Red to jump aboard. It's none other than Wonder-Blue, and he's accompanied by a squad of fellow Wonderful Ones.



Shortly after joining up with your fellow heroes, you go through the Wonder-Liner tutorial. Using either the touch screen on the GamePad or the right analog stick, draw the requested shapes within the specified time limit and use the A Button to commit to the Unite Morph before time runs out.

Bringing the Band Back Together

At this point in the level, you now have a team with which you can Unite Morph to cause significant damage to the enemy. More importantly, if you are playing through the level again after progressing farther into the game, this team will be filled with any of the Wonderful Ones you have recruited throughout your journey. If you want to find all of the secrets in every level, including the Prologue, revisit the operations once you've unlocked at least all of the main Wonderful Ones in order to have access to their unique Unite Morph abilities.

Mission 4

Medal Requirements

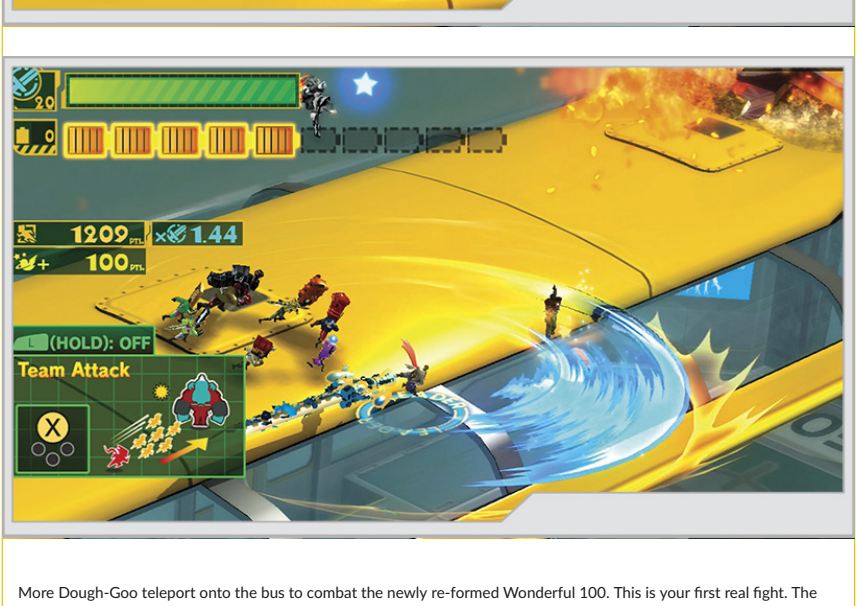
Enemies Present (Very Easy—Normal)

- Wave 1: Dough-Goo x4
- Wave 2: Dough-Goo x5

Enemies Present (Hard–101% Hard)

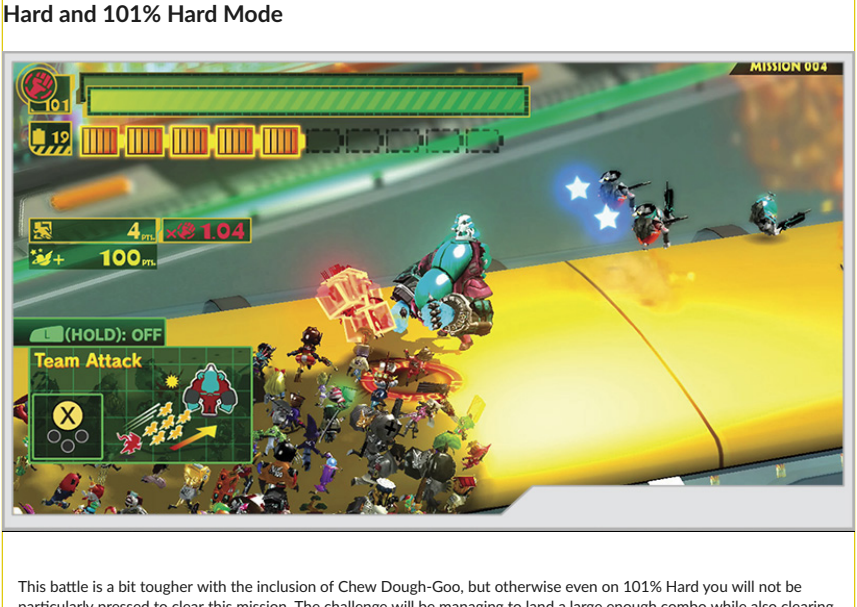
- Wave 1: Dough-Goo x3, Chew Dough-Goo x1
- Wave 2: Dough-Goo x3, Chew Dough-Goo x1

(HOLD): OFF
Use a Unite Attack!



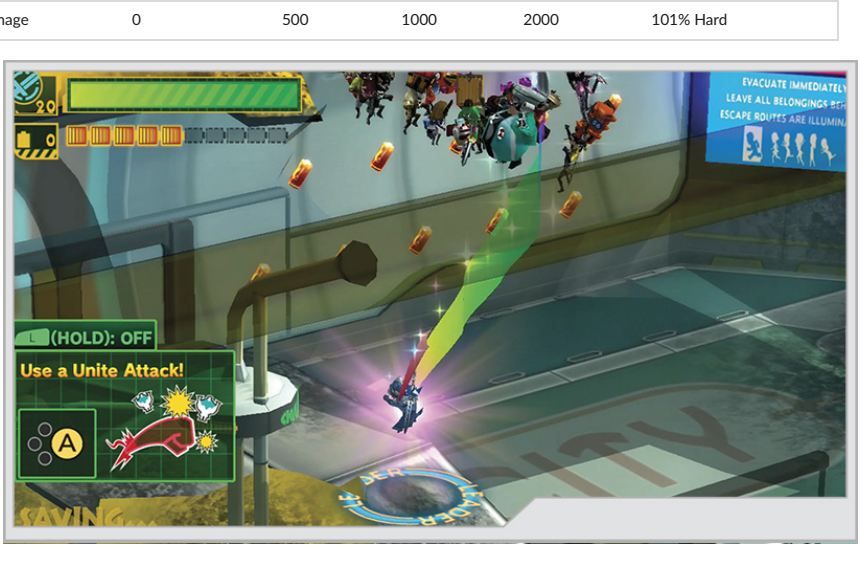
More Dough-Goo teleport onto the bus to combat the newly re-formed Wonderful 100. This is your first real fight. The Dough-Goo are surprisingly agile and are capable of evading Unite Morph attacks. You can use your X button Team Attack to sic members of your team onto the enemy to hold them in place while you line up Unite Hand or Unite Sword attacks. Note that while the Dough-Goo are in the middle of their evasive rolls, they are invulnerable. You can bait them into a roll with a single strike, then catch them as they recover from their roll.

Hard and 101% Hard Mode



This battle is a bit tougher with the inclusion of Chew Dough-Goo, but otherwise even on 101% Hard you will not be particularly pressed to clear this mission. The challenge will be managing to land a large enough combo while also clearing the mission quickly without sustaining extra damage.

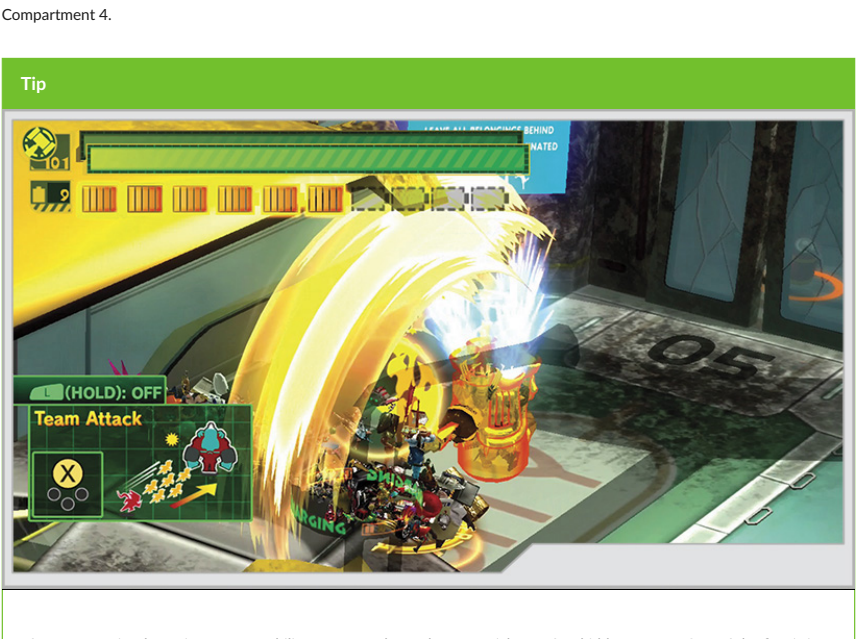
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:40	0:50	1:00	1:10	Very easy
Time	0:40	0:50	1:00	1:10	Easy
Time	0:35	0:40	0:50	1:00	Normal
Time	1:30	1:40	1:50	2:00	Hard
Time	1:30	1:40	1:50	2:00	101% Hard
Combo	900	700	600	300	Very easy
Combo	900	700	600	300	Easy
Combo	1000	800	500	300	Normal
Combo	2500	2000	1500	1000	Hard
Combo	2500	2000	1500	1000	101% Hard
Damage	0	100	200	300	Very easy
Damage	0	100	200	300	Easy
Damage	0	100	200	300	Normal
Damage	0	500	1000	2000	Hard
Damage	0	500	1000	2000	101% Hard



(HOLD): OFF
Use a Unite Attack!

Once the fight is resolved, you'll receive a rating for completing the mission; then a missile barrage will blast open the bus. Drop inside Compartment 5 of the bus to continue forward. Make sure you explore this car thoroughly to collect the Wonderful Batteries that are strewn about to boost your Unite Gauge. You can also find a capsule containing Wonderful Noodle Soup to Go in this compartment. To escape, you'll have to bust your way through a set of broken doors to reach Compartment 4.

Tip



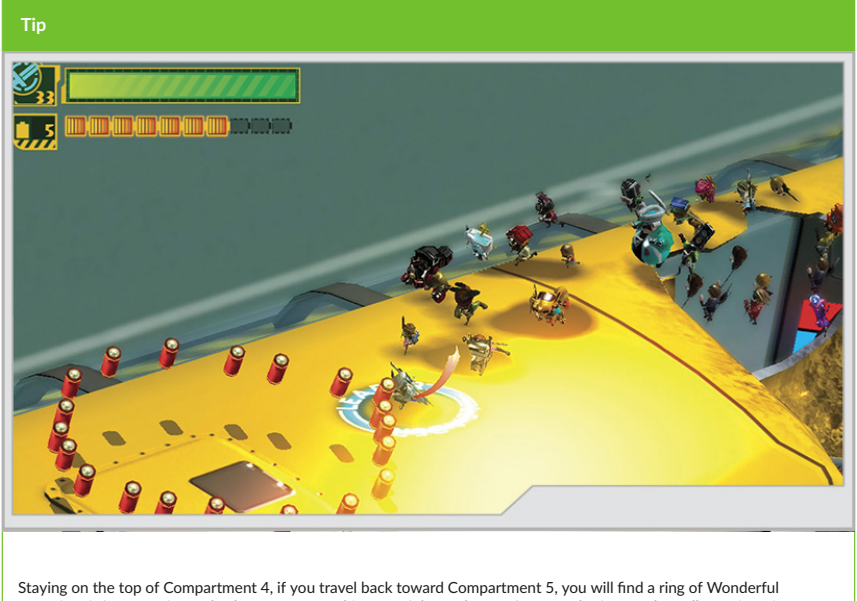
After you acquire the Unite Hammer ability, return to the Prologue to pick up a few hidden secrets. One of the first is just after you land inside Compartment 5 of the bus. Pound the ground underneath the hole in the roof with Unite Hammer to uncover a hidden item.

(HOLD): OFF
Recruit up!

(HOLD): OFF
Recruit up!
INFORMATION
NEW TEMPORARY MEMBER
STUDENT
CITIZEN
CITIZEN

Once in Compartment 4, you'll have a tutorial on how to extend the Wonder-Liner around civilians to gain reinforcements. You'll climb to the top of the car to recruit your first permanent addition to the team, Wonder-Professor, along with more civilian volunteers.

Tip



Staying on the top of Compartment 4, if you travel back toward Compartment 5, you will find a ring of Wonderful Batteries sitting conspicuously alone. Return to this part of the Prologue after you obtain Wonder-Yellow. His Unite Hammer ability, if slammed into the center of the ring of batteries, will reveal a hidden item.

Mission 5

Medal Requirements

Enemies Present (Very Easy—Normal)

- Wave 1: Dough-Goo x5
- Wave 2: Dough-Goo x5

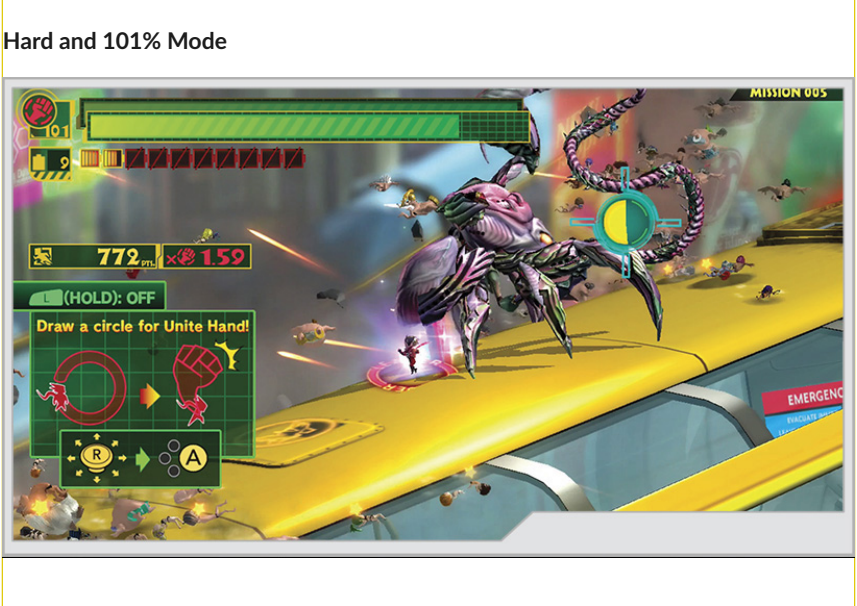
Enemies Present (Hard—101% Hard)

- Wave 1: Mini-Dahkarts x3
- Wave 2: Dahkarts x1, Mini-Dahkarts x2

(HOLD): OFF
Draw a straight line for Unite Sword!

As you cross over to Compartment 3's roof, you encounter the largest contingent of Dough-Goo you've yet seen. Work quickly, but don't get reckless and ignore stragglers on the outskirts of the fighting. If you're just starting out, you don't have many tools to help avoid their charge attacks. Switch to Unite Sword. Even if you can't kill them all in one swipe, you can keep them on the defensive and prevent them from landing a blow that will cost you the Pure Platinum rank.

Hard and 101% Mode

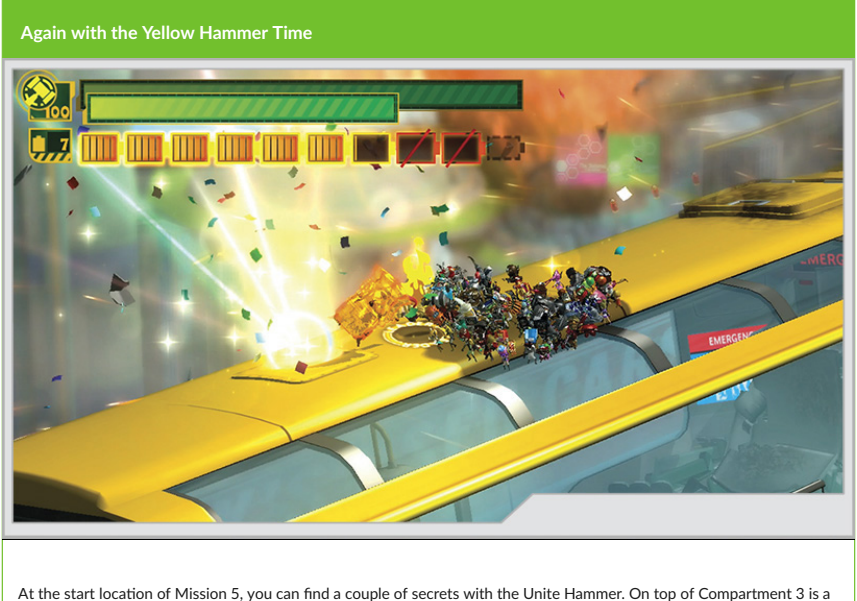


The Mini-Dahkarts in the first wave are not an issue, but their big brother that shows up on the second wave is a different matter. You don't have much room to work with atop the bus, which can make the Dahkats' sweeping attacks tough to avoid. Wipe out the little guys first, then work on stunning the Dahkarts so you can set up a lengthy, damaging juggle combo.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:40	0:50	1:00	1:10	Very easy
Time	0:40	0:50	1:00	1:10	Easy
Time	0:35	0:40	0:50	1:00	Normal
Time	1:30	1:40	1:50	2:00	Hard
Time	1:30	1:40	1:50	2:00	101% Hard
Combo	900	700	600	300	Very easy
Combo	900	700	600	300	Easy
Combo	1000	800	500	300	Normal
Combo	2500	2000	1500	1000	Hard
Combo	2500	2000	1500	1000	101% Hard
Damage	0	100	200	300	Very easy
Damage	0	100	200	300	Easy
Damage	0	100	200	300	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Tip

Again with the Yellow Hammer Time



At the start location of Mission 5, you can find a couple of secrets with the Unite Hammer. On top of Compartment 3 is a pair of closed hatches. Pound the first of these with the Unite Hammer to uncover Wonderful File No. 2.

(HOLD): OFF
Extend the line to the other side for a Unite Chain!

(HOLD): OFF
Extend the line to the other side for a Unite Chain!

Another major secret found in the Prologue also requires the use of the Unite Hammer. In the aftermath of Mission 5, a missile barrage blasts Compartment 3 away from the rest of the bus, and you're prompted to Unite Chain across the gap. Instead, use Unite Hammer on the hatch at the front of the compartment to drop inside. Use the Unite Hammer once more inside the bus car, near the rear. This reveals a Kahkoo-Regah portal for Secret Mission 6. You don't get your official introduction to these portals until you're deep into Operation 001, and until you have Unite Hammer, don't worry about coming back to the Prologue for this mission Secret Mission 6

Medal Requirements

Enemies Present (Very Easy—Normal)

- Wave 1: Chew Dough-Goo

Enemies Present (Hard–101% Hard)

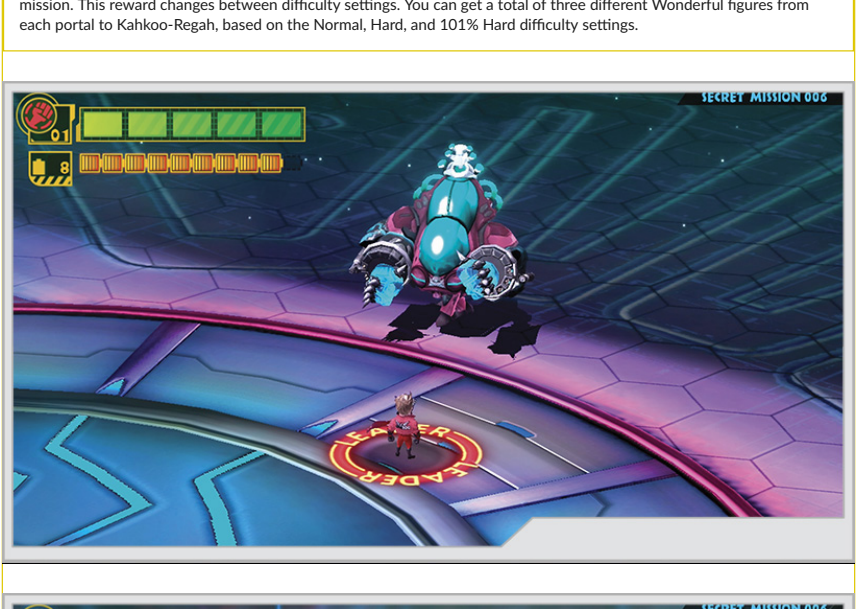
- Wave 1: Diedough-Goo

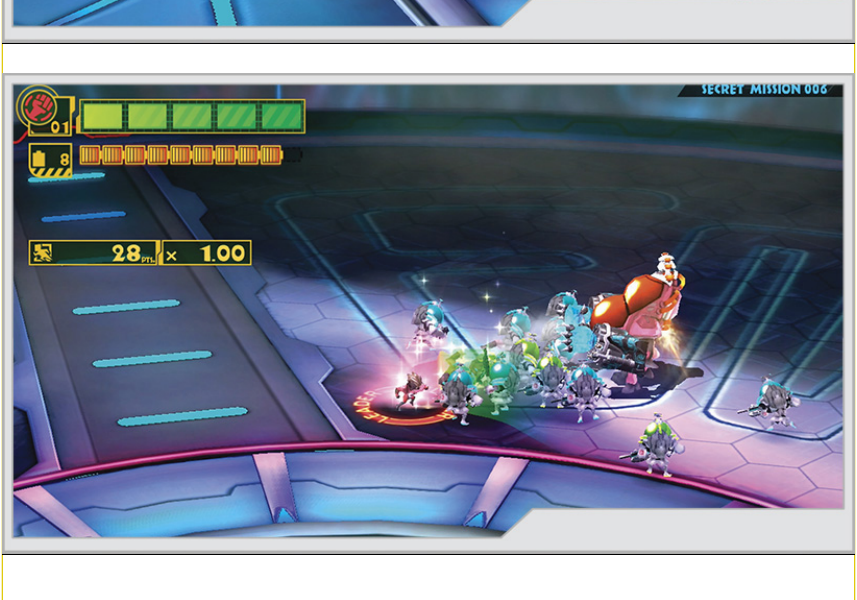
Reward for Completion

- Normal Mode: Figure No. 26 Wonder-Professor
- Hard Mode: Figure No. 51 Wonder-Rabbit
- 101% Mode: Figure No. 1 Wonder-Red

Note

After every battle in Kahkoo-Regah, you're given a collectible reward regardless of the rank you earned for completing the mission. This reward changes between difficulty settings. You can get a total of three different Wonderful figures from each portal to Kahkoo-Regah, based on the Normal, Hard, and 101% Hard difficulty settings.

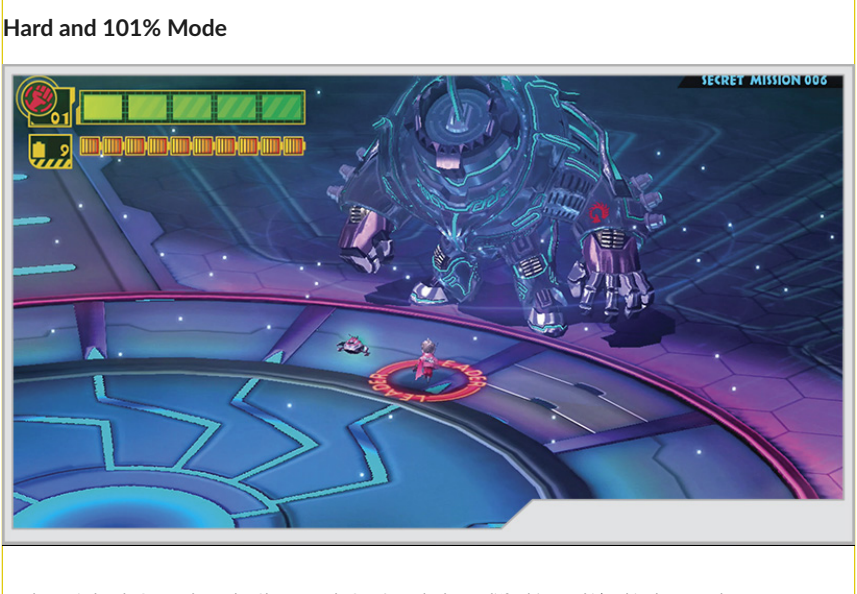




This is a deceptively hard Secret Mission to accomplish at first glance. With only Wonder-Red, you must defeat a Chew Dough-Goo. Your lack of a proper team means you get no Unite Morphs to work with. Focus on bringing down the Chew Dough-Goo as fast as you can, but it will also summon in Dough-Goo reinforcements with annoying frequency. Chew up that Chew Dough-Goo before you even consider taking on the small fry.

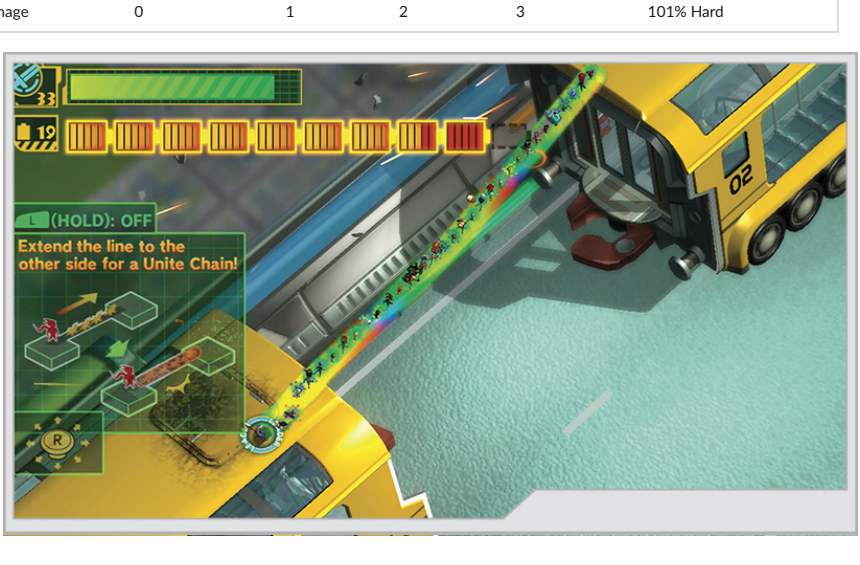
This can be a frustrating secret mission to Pure Platinum, as the time requirement is tough to meet while also meeting the combo requirement. Wonder-Red by himself just doesn't pile on the damage, which makes defeating the enemy a time-consuming process. You also lack all of the defensive abilities you are likely used to having by the time you come back for this Secret Mission. Just keep at it!

Hard and 101% Mode



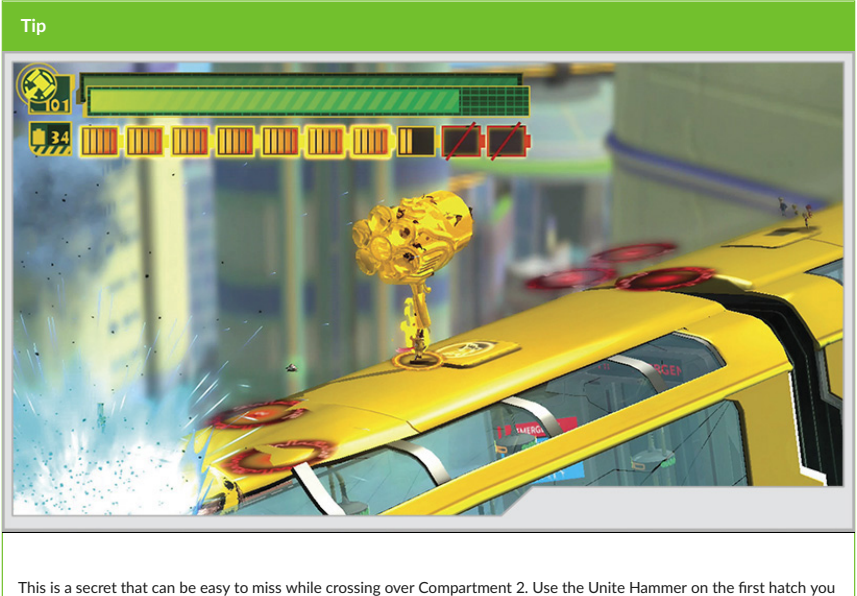
A lone Diedough-Goo replaces the Chew Dough-Goo from the lower difficulties, and it's a big threat as always. However, you've got a lot of room to avoid its wrath, so as long as you pay attention and avoid taking hits, you can bring the giant down under the par time for a Platinum ranking. Even the combo requirement is easy enough to reach so long as you make every moment that you can strike the Diedough-Goo count.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:35	0:40	0:45	0:50	Normal
Time	1:20	1:30	1:40	2:00	Hard
Time	1:20	1:30	1:40	2:00	101% Hard
Combo	140	120	100	80	Normal
Combo	85	70	60	50	Hard
Combo	85	70	60	50	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard

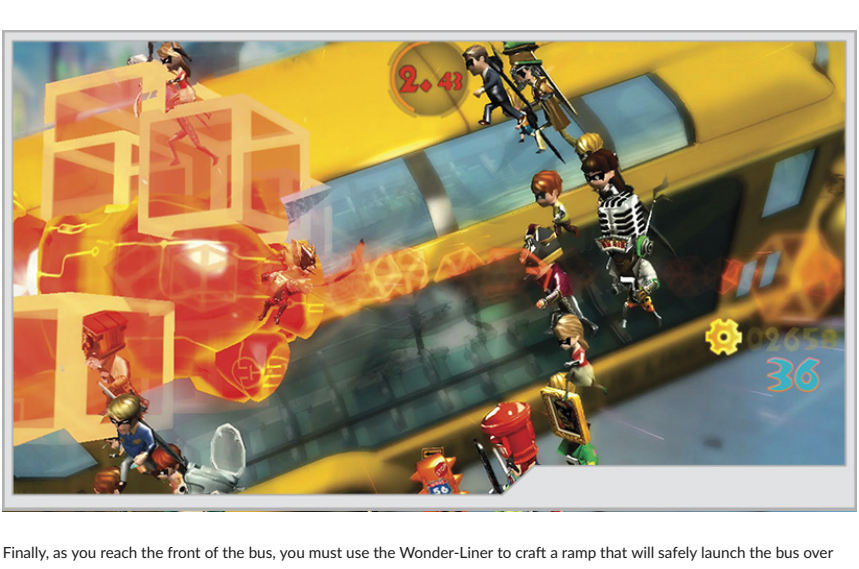


After completing Mission 5, the third compartment is severed from the second as you try to cross between the cars. Use the Wonder-Liner to create a bridge that will take you safely across the growing gap between cars. The second car gets blasted away from the front of the bus, and you'll have to repeat the bridge-making process.

Tip

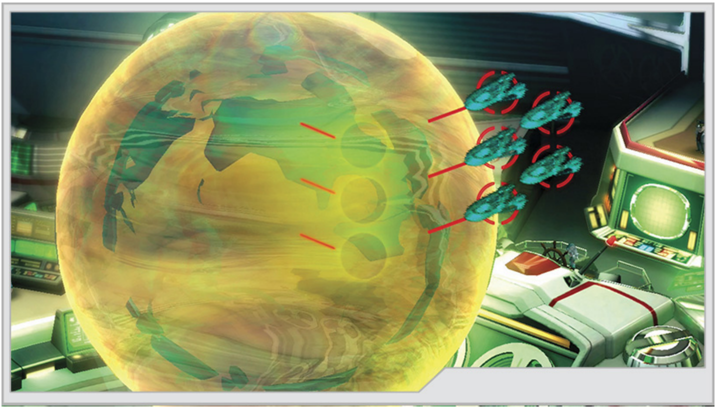


This is a secret that can be easy to miss while crossing over Compartment 2. Use the Unite Hammer on the first hatch you find on the roof, before the missiles crash onto the bus. You have to sprint to the hatch with all the speed you can muster.



Finally, as you reach the front of the bus, you must use the Wonder-Liner to craft a ramp that will safely launch the bus over the school, and then use the Wonder-Punch to send the bus into one of the GEATHJERK Cough-Foons. This saves the school and completes the Prologue!

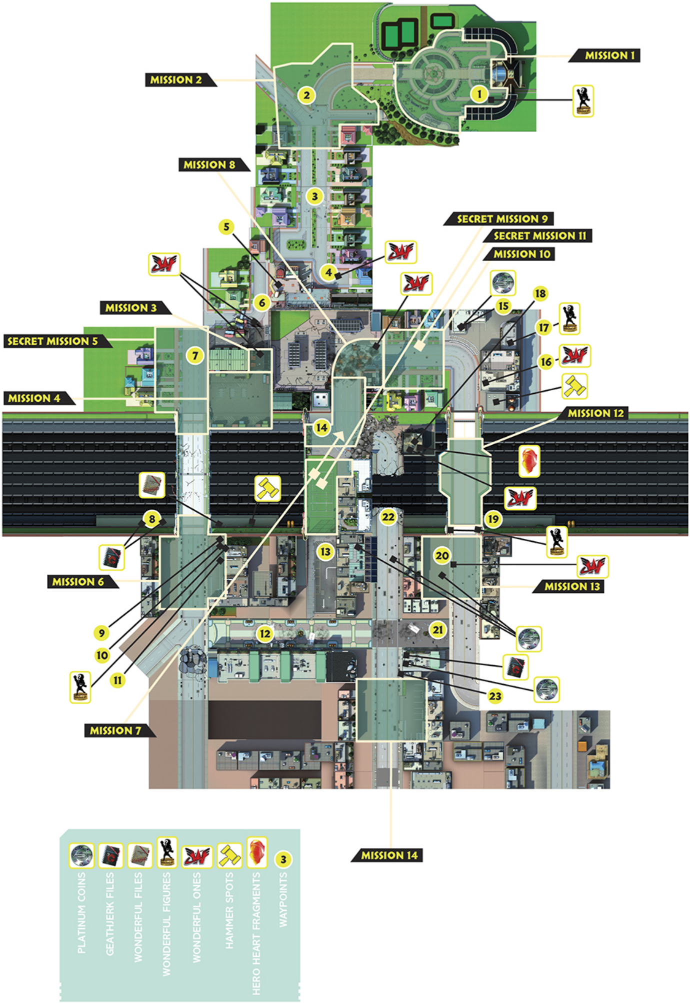
Operation 001: Blossom City Outskirts



BLOSSOM CITY
POST

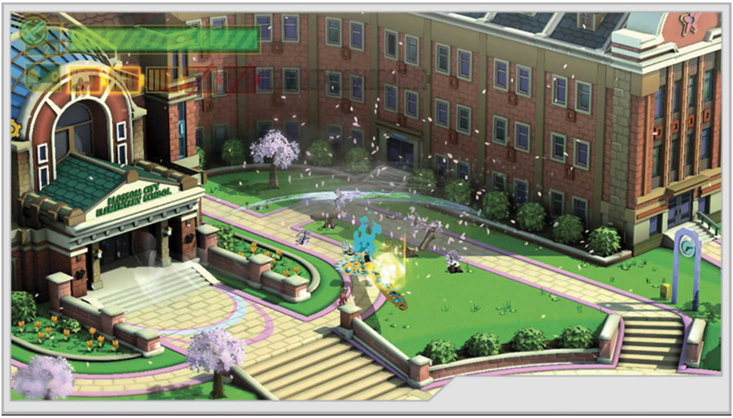
The GEATHJERK invasion of Earth has begun in earnest. Blossom City is at the epicenter of the assault as the enemy quickly attempts to gain ground worldwide. However, the planet is spared the absolute worst of the assault, as the CENTINELS have activated the planetary defense shield "Margarita," denying the Jerks the ability to bring the full weight of their forces to the ground. Now aboard the CENTINELS' flagship Virgin Victory, Commander Laurence Nelson has turned over field command of the Wonderful 100 to Wonder-Red and orders the Victory's navigator, Alice, to deploy the heroes into the city. Jerk-matter detection systems have revealed that Blossom City is already in a bad way. Heavy enemy presence has made itself felt across the metropolis, including a powerful anti-aircraft battery that threatens to take the Virgin Victory out of the fight. The Wonderful 100 must bring down that AA gun and any enemies who stand in their way. The counterattack begins now.

Operation 001-A

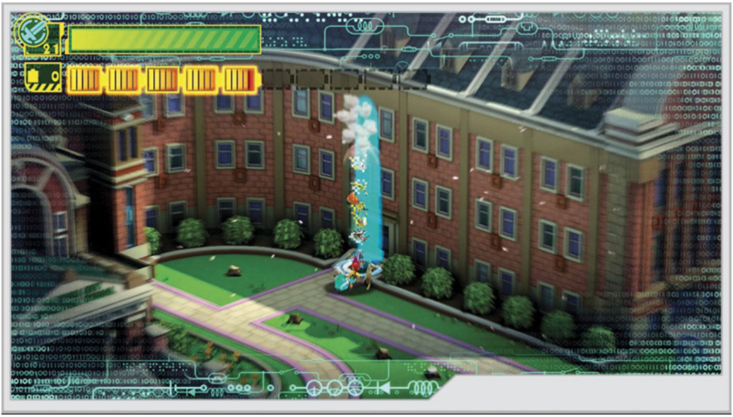


Buy Unite Guts and Unite Spring

If you're starting out for the first time, run the Prologue mission until you can afford the Unite Guts and Unite Morph defensive abilities before you start Operation 001; however, with a single Pure Platinum run attempt, you can easily afford both. Almost immediately you encounter an enemy whose entire offense can be nullified by a well-timed Unite Guts. As a general rule, Unite Guts is the answer to many problems the game throws your way. When Unite Guts doesn't work, you can use Unite Spring to get out of an enemy's way.



Your starting location is none other than Blossom City Elementary School. Start going to town on the local scenery. Many of the breakable bits of the environment contain useful O-Parts, Space Peppers, Carrots, and Eggplants.



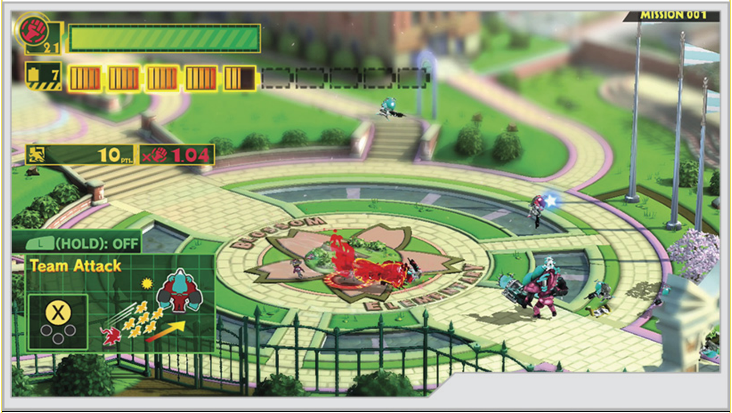
[1] Before you try to move away from the school, extend the Wonder-Liner into this open window on the school building to collect Wonderful Figure No. 11.

Mission 1

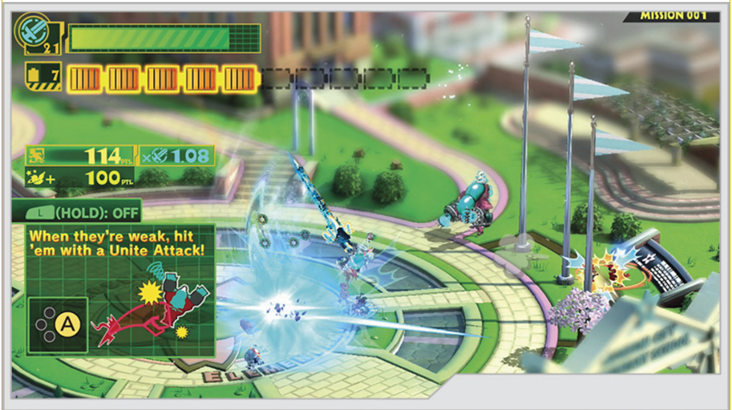
Medal Requirements

Enemies Present (All Difficulties)

- Wave 1: Dough-Goo, Chew Dough-Goo
- Wave 2: Dough-Goo, Chew Dough-Goo



Team Attack



When they're weak, hit 'em with a Unite Attack!

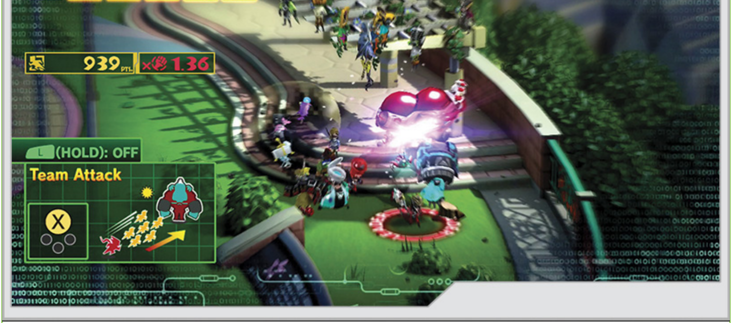
As you cross the school courtyard, GEATHJERK deploys a squad with heavier firepower in hopes of ending your adventure. The Chew Dough-Goo is much tougher than the individual Dough-Goo, so do not get careless. Zoom the in-game camera out as far as possible to help watch for any potential flanking maneuvers. If you took the advice at the start of this chapter and purchased Unite Guts and Unite Spring, you have more options. The Chew Dough-Goo and its little assistants heavily telegraph their melee attacks, giving you a chance to prepare Unite Guts to bounce them away with the right timing. Unite Guts also stops the Dough-Goo's blaster shots.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:50	3:10	3:30	3:50	Very easy
Time	2:30	2:50	3:10	3:30	Easy
Time	2:10	2:30	2:50	3:10	Normal
Time	1:00	1:10	1:30	2:00	Hard
Time	1:00	1:10	1:30	2:00	101% Hard
Combo	1000	800	500	200	Very easy
Combo	1500	1200	800	500	Easy
Combo	2000	1500	1000	500	Normal
Combo	3000	2500	2000	1000	Hard
Combo	4000	3500	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Tip

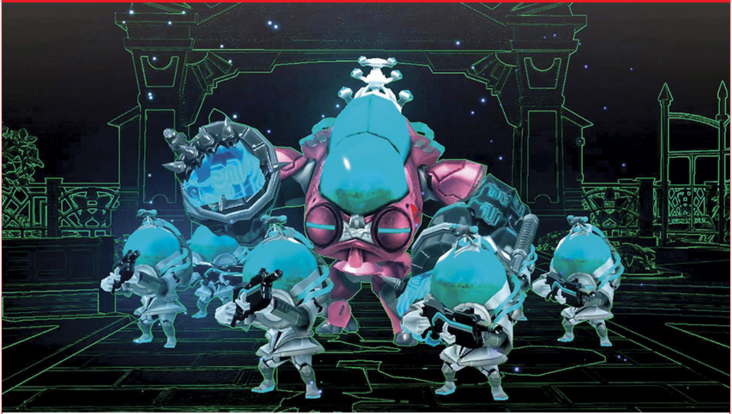
Turning Those Evil Frowns Upside Down

MISSION 001
21
7

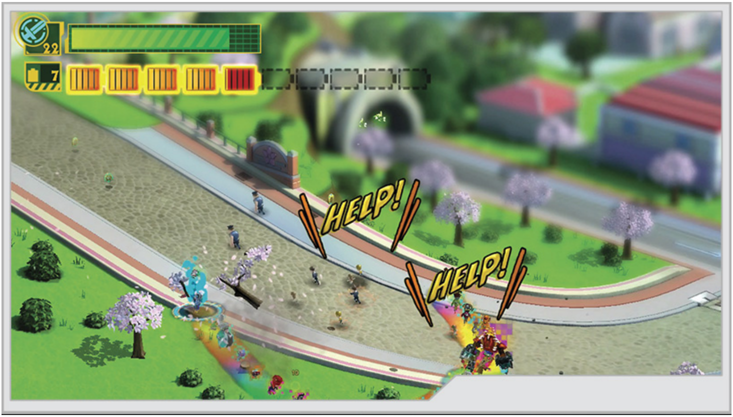


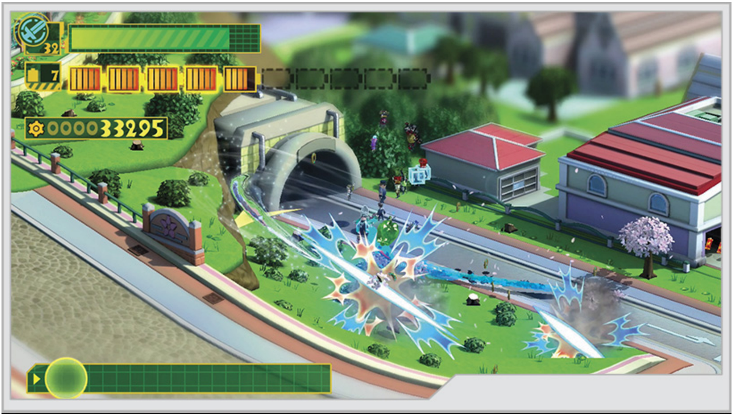
When Dough-Goos or Chew Dough-Goos are defeated (and not cut in half by Unite Sword or blasted into any nearby obstacles or other enemies), they start to emit a bright light that grows more intense until they finally self-destruct. You can use the Wonder-Liner to wrap them up in this dire moment of need to convert them to the right side of justice. You can also earn a reward for the Bottlecap Collection. See page 375 for more details about these in-game accomplishments.

GEATHJERK Encounter: Chew Dough-Goo



The commander of lesser Dough-Goo is significantly more dangerous and resilient in every way compared to its lessers. Capable of powerful melee attacks, and amazingly fast despite its size, a Chew Dough-Goo can dash into range, deliver its punishing strikes, and bowl over a crowd of Wonderful Ones with ease if they are caught unawares. Like the standard Dough-Goo, a Chew Dough-Goo can also use a special roll-dodge to make itself temporarily invulnerable. One of the most dangerous traits of the Chew Dough-Goo is the ability to summon many Dough-Goo for reinforcements.





[2] As you proceed into the neighborhood, you'll encounter several civilians you can recruit into your ranks. A little past the first cluster of civilians is a circular planter; circle it with a Wonder-Liner to restore it, and it grants you a healing item. Just about every house lining the street has numerous breakable objects to take advantage of, as well as hidden Space Vegetable items for mixing and batteries to boost your Unite Gauge. However, wait until after Mission 2 ends before you take the time to really pillage a suburb of all its goods.

Mission 2

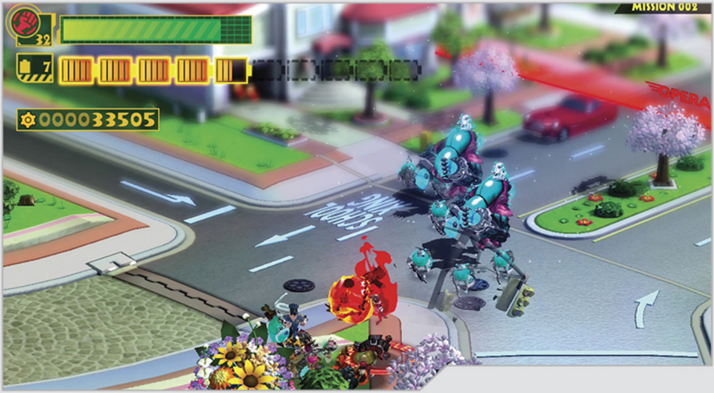
Medal Requirements

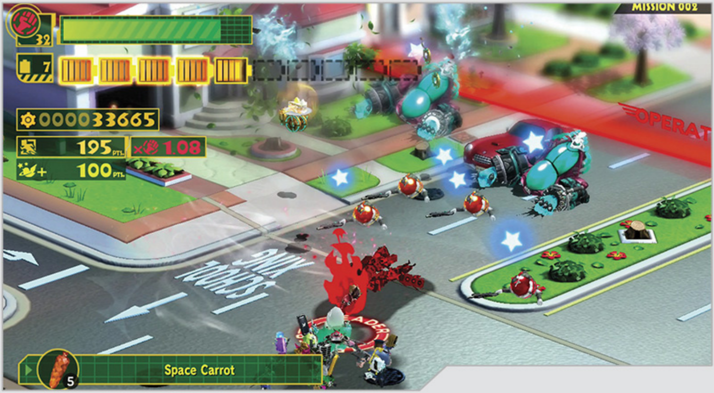
Enemies Present (Very Easy–Normal)

- Wave 1: Dough-Goo x6, Chew Dough-Goo x2

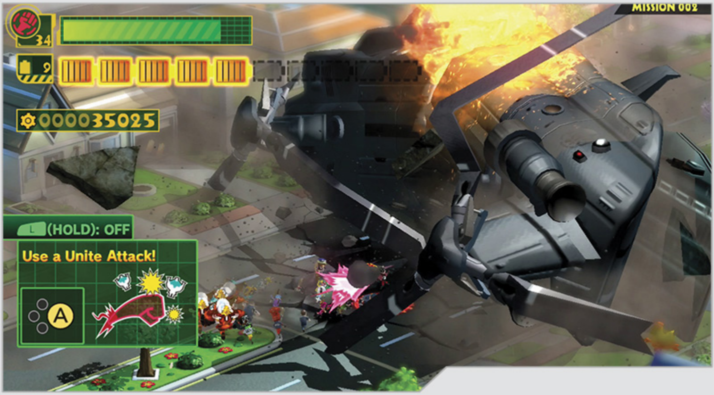
Enemies Present (Hard–101% Hard)

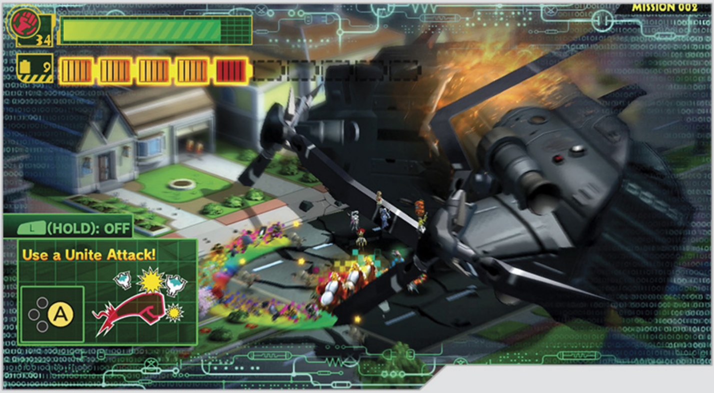
- Wave 1: Hah-Gonay





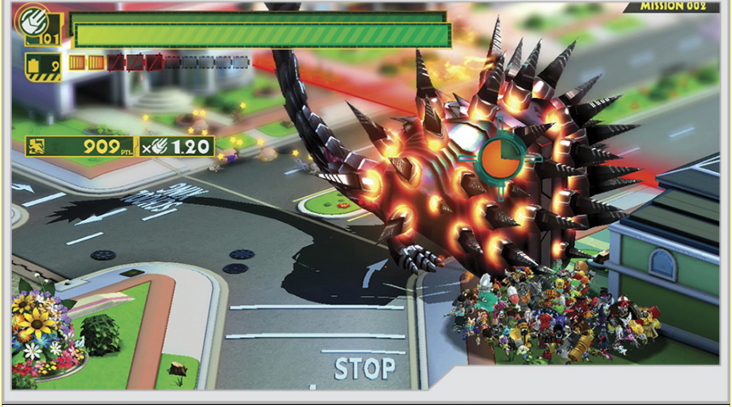
Mission 2 begins just as you cross into the neighborhood proper. Two Chew Dough-Goo and a swarm of Dough-Goo teleport onto the street to confront you. One trick to help bolster your forces right away is to allow the Chew Dough-Goos to summon at least one group of infantry and let them charge you. If you picked up Unite Guts (which you really, really should) before starting the mission, you can stun a Chew Dough-Goo AND the infantry that formed up in front of it out of their charge attack. Use Unite Hand to put them in that near-death state, then Wonder-Liner a whole crowd to your side.





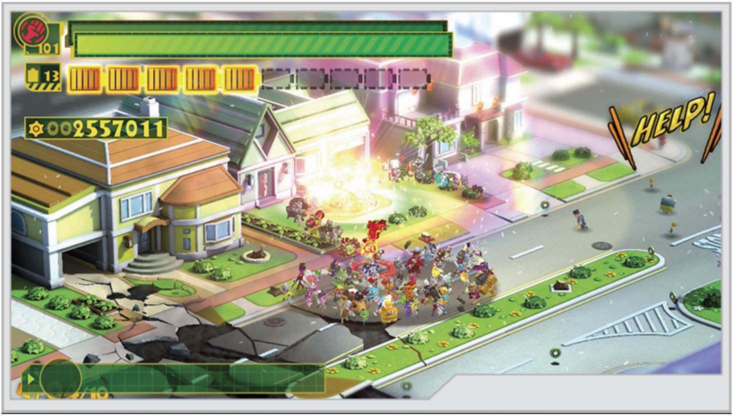
[3] After taking out this first group of troops, keep moving into the neighborhood. You're still on the clock for this mission. A helicopter crashes in the middle of the street, with the survivors bunched up near the crash site. Recruit them before punching or slashing through the wreck to continue. As soon as the chopper blows, Mission 2 is in the books.

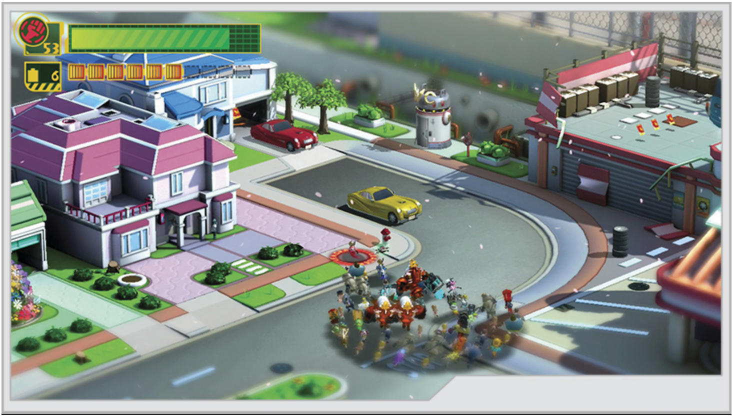
Hard and 101% Hard Mode



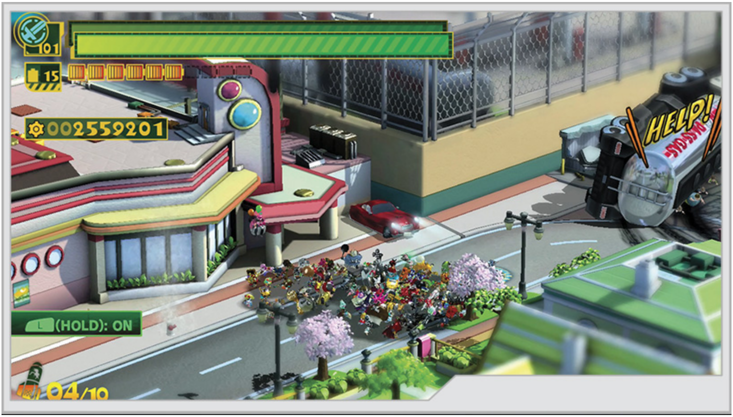
The biggest obstacle to meeting the Platinum time requirement in this mission is the Hah-Gonay's tendency to drag the fight out by going into its defensive stance. Prevent this early on by starting the fight with the largest Unite Claw you can summon. Even if the Hah-Gonay goes defensive right away, a larger Unite Claw can pull its wings apart faster and leave it vulnerable to your follow-up strikes. A larger claw can keep the monster frozen, while you direct the rest of your team to keep pounding away with other Unite Morphs.

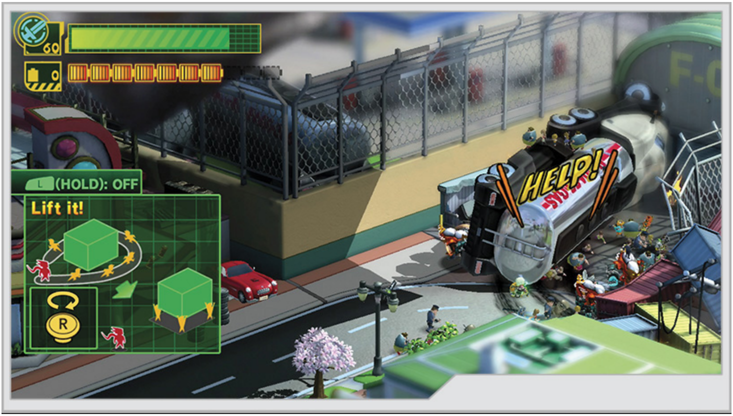
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:20	2:40	3:00	3:20	Very easy
Time	2:00	2:20	2:40	3:00	Easy
Time	1:40	2:00	2:20	2:40	Normal
Time	1:00	1:10	1:30	1:50	Hard
Time	1:00	1:10	1:30	1:50	101% Hard
Combo	1000	800	500	200	Very easy
Combo	1500	1200	800	500	Easy
Combo	2000	1500	1000	500	Normal
Combo	3000	2500	1500	500	Hard
Combo	3500	3000	2000	1000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





[4] As you reach the end of the neighborhood, you'll find clusters of civilians waiting to join the team. More importantly, if you destroy the parked yellow sedan across the road from a Wonderful Toilet, you will reveal the 28th member of the Wonderful 100, Wonder-Painter. The Wonderful Toilet contains a supply of O-Parts; collect them before crossing the roof of the nearby Shifty's Used Cars [5].

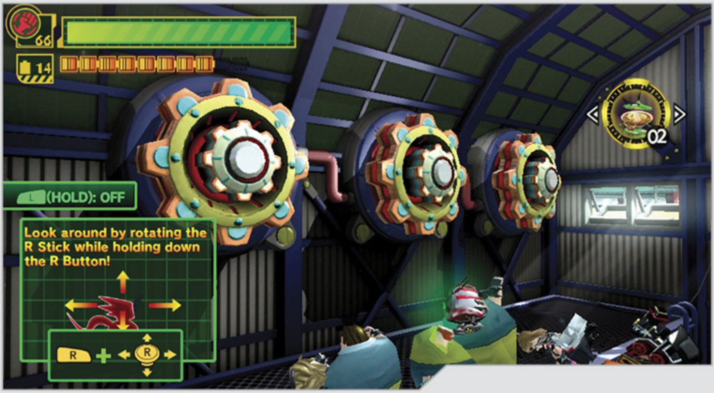




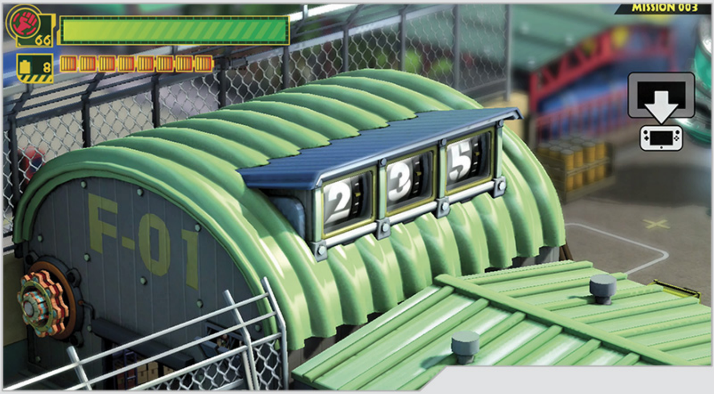
Just past Shifty's, an overturned fuel tanker [6] blocks your way forward, and civilians are pinned down close to the wreck. Wrap the Wonder-Liner around the tanker to lift it away from the civilians and throw it. This act also rescues another Wonderful One, the man known as Wonder-Beer. Afterward, use the Unite Hand to twist open the door to a locked warehouse.

Mission 3

Medal Requirements



Look around by rotating the R Stick while holding down the R Button!



The third mission of the operation is a puzzle that introduces you to a gameplay mechanic that puts the action on the GamePad screen and your television simultaneously. The warehouse you enter has three gears you must use with Unite Hand to open the locked door at the warehouse's other end. On the door is "235"—that's the code you must enter, but there's nothing inside the warehouse to show you what numbers you're entering. However, on your TV, you still have an external view of the warehouse, and it clearly shows a three-digit counter. The numbers the counter starts on can be random, but the code will always be "235." Solve this puzzle quickly, and exit the warehouse as fast as possible. If you're speedy, this can be one of the easier Pure Platinums for this operation.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:10	2:30	Very easy
Time	1:10	1:30	1:50	2:10	Easy
Time	0:50	1:10	1:30	1:50	Normal
Time	0:25	0:35	0:45	0:55	Hard
Time	0:20	0:30	0:40	0:50	101% Hard

Tip

Make this a bit easier on yourself by switching the touch screen display to your television, while the GamePad display is viewable on your TV. You still have to use the GamePad to move the camera around.

As you exit the warehouse to continue deeper into the city, you encounter one of the more insidious creations GEATHJERK has at its disposal to intimidate humanity.

GEATHJERK Encounter: Gatcha

A Gatcha poses no true threat by itself, as it's armed with no offensive capabilities whatsoever. However, its cargo should give even a hardened soldier a moment's pause: innocent men, women, children, and even members of the Wonderful 100 are imprisoned inside the Gatcha. Wonder-Red can use his unique ability to twist open the Gatcha's lock, freeing one prisoner with every twist until the Gatcha is rendered empty, whereupon it self-destructs. Always free any and all citizens caught within a Gatcha!

Mission 4

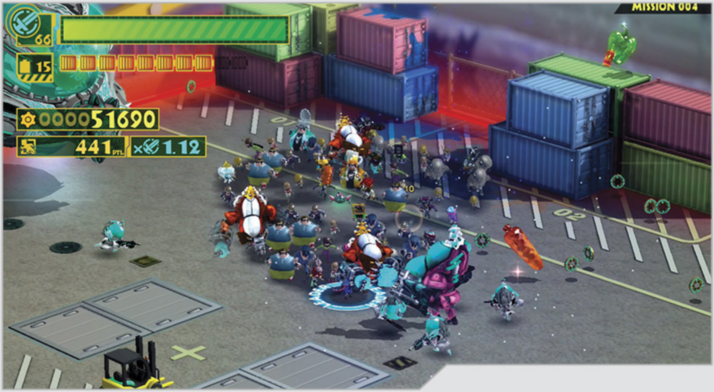
Medal Requirements

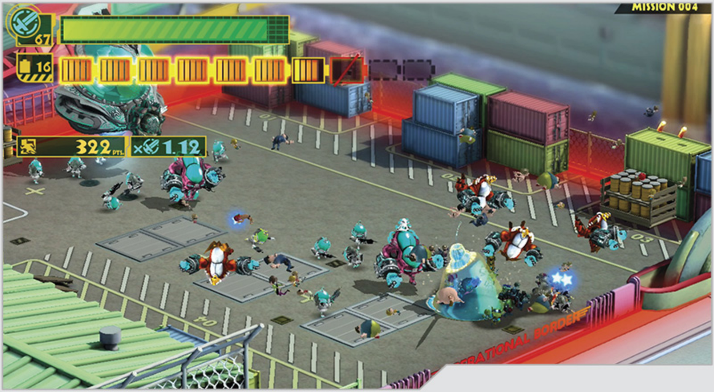
Enemies Present (Very Easy–Normal)

- Wave 1: Dough-Goo, Chew Dough-Goo
- Wave 2: Chew Dough-Goo x2

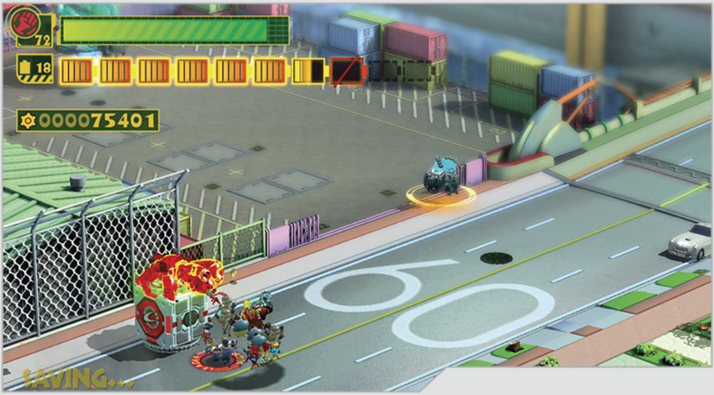
Enemies Present (Hard–101% Hard)

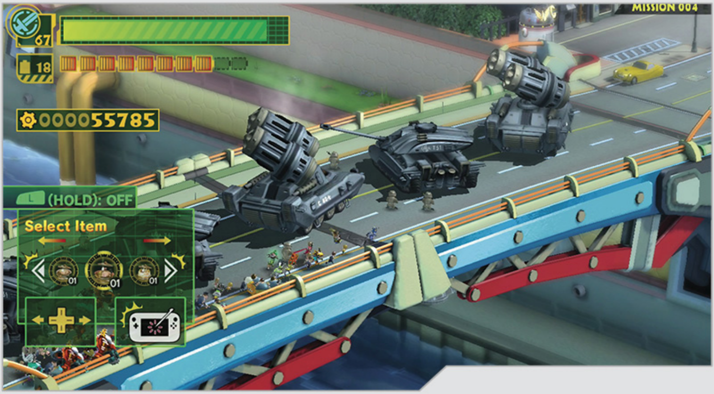
- Wave 1: Gurry Doora x2



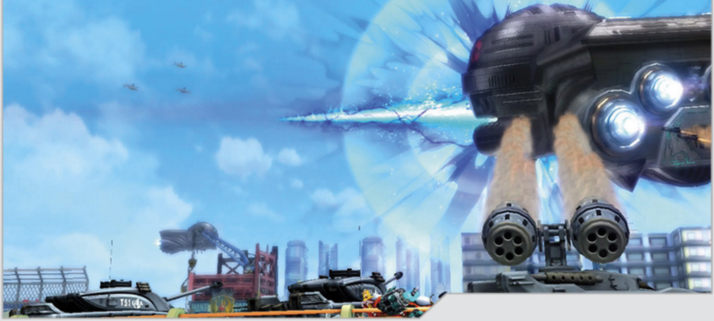


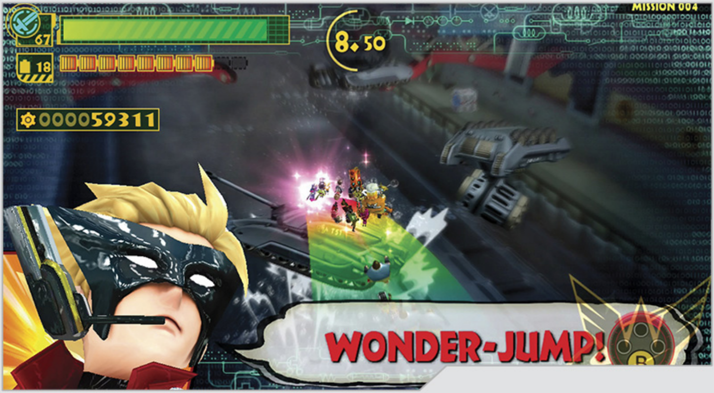
To save time, free the prisoners from the Gatcha before venturing farther into the lot behind the warehouse. Once the mission starts, you have a bit of footwork to do before it is completed. The assault is led by a Chew Dough-Goo and Dough-Goo infantry. For players on their first run through the game, you probably have a powerful enough group that your Unite attacks can be more capable than they were at the start. Don't forget that you need to work on your Combo rating in your rush to make the time requirements! Two more Chew Dough-Goo warp into the area once the first wave is destroyed. The exit from the parking lot opens up once the enemy is cleared out.





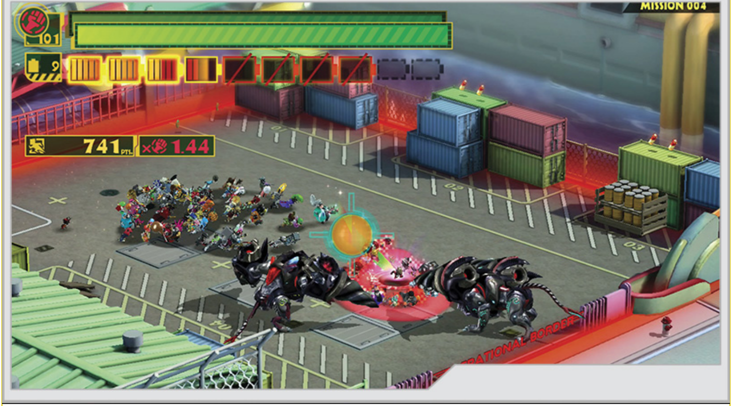
There is a red supply box just outside the battle site. You can come back for this box later; concentrate on finishing this mission first! You'll be headed back this way soon enough. Head to the bridge [7]. You can recruit the soldiers on the bridge, but if you're gunning for a good ranking, this can be a waste of time.





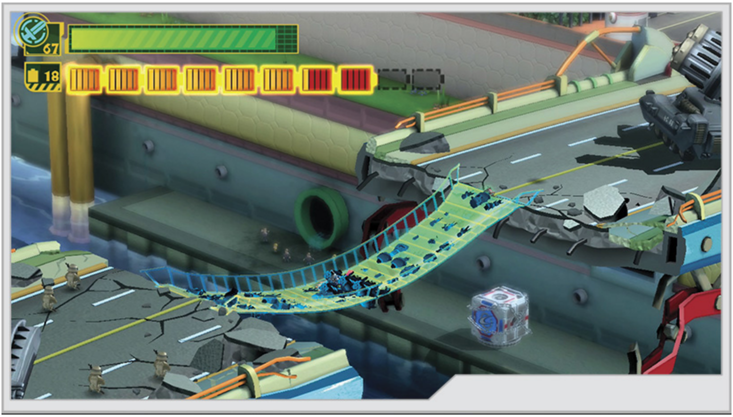
The tanks on the bridge try to blast a Cough-Foon out of the sky, and as the ship retreats, it casually shoots down a fighter jet with its beam cannon. The jet crashes into the bridge, sending the Wonderful Ones flying. You now have to leap from different pieces of the bridge to make it to safety. Don't dally! Failing this event causes you to take damage and will cost you a Pure Platinum, if you're on track for one. As soon as you make it to safety, the mission is over.

Hard and 101% Hard Mode



The opening battle is a significant step above the Normal mode fight. The Gurry Dooras are extremely brutal in that relatively tight space, so try to slow them with Unite Bombs while working to stun them with Team Attacks to open them up for big damage combos. The rest of the mission plays out exactly as it does on lower difficulties, but expect the opening battle to test your patience while aiming for the top rank.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:50	3:10	3:30	3:50	Very easy
Time	2:30	2:50	3:10	3:30	Easy
Time	2:10	2:30	2:50	3:10	Normal
Time	1:30	1:50	2:10	2:30	Hard
Time	1:30	1:50	2:10	2:30	101% Hard
Combo	1500	1200	800	500	Very easy
Combo	2000	1500	1000	500	Easy
Combo	3000	2500	2000	1000	Normal
Combo	5000	4000	3000	2000	Hard
Combo	6000	5000	4000	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



You’ve got some work to do now that the mission is no longer hanging over your head. First, send a Wonder-Liner across the broken bridge to open that supply box. Afterward, head back to the Mission 3 warehouse to recruit Wonder-Diva, who has just arrived on the scene.

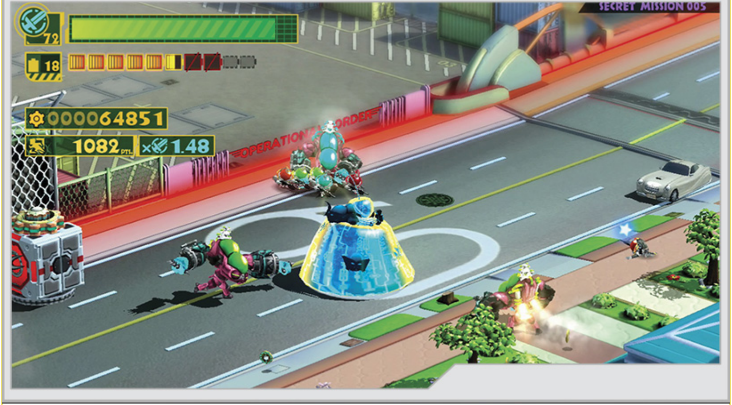
Secret Mission 5

Medal Requirements

Enemies Present (All Difficulties)

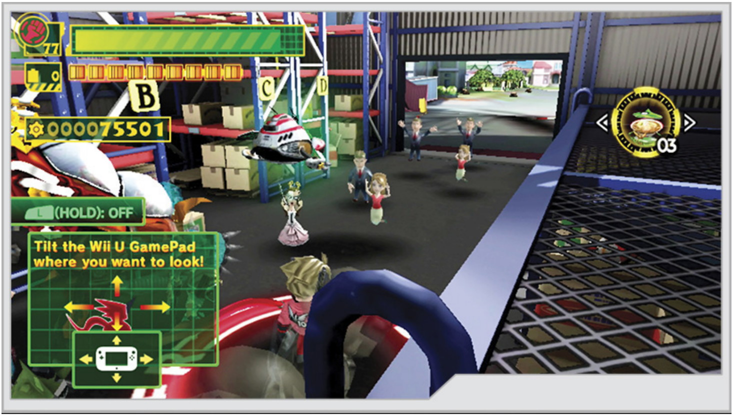
- Wave 1: Dough-Goo, Chew Dough-Goo x3

SECRET MISSION 005
72
18
734 PTs
x 1.16
OPERATIONAL BORDER
INFORMATION
Ka-boing!



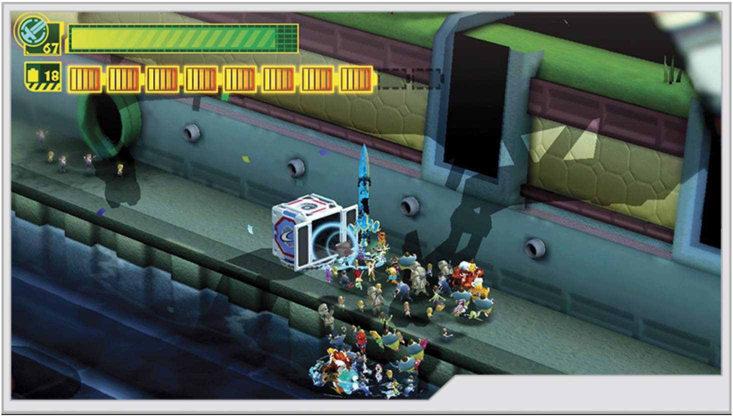
A GEATHJERK squad ambushes you as you return to the supply box. This can be an intense close-quarters battle, as the battleground is small and the Chew Dough-Goo tend to bring in many reinforcements. Stick with Unite Hand to work on the Chew Dough-Goo, using Unite Sword to clear a large number of Dough-Goo as necessary. As always, keep an eye out for attempted rush attacks here; you've got a lot less space and time to react with a Unite Guts.

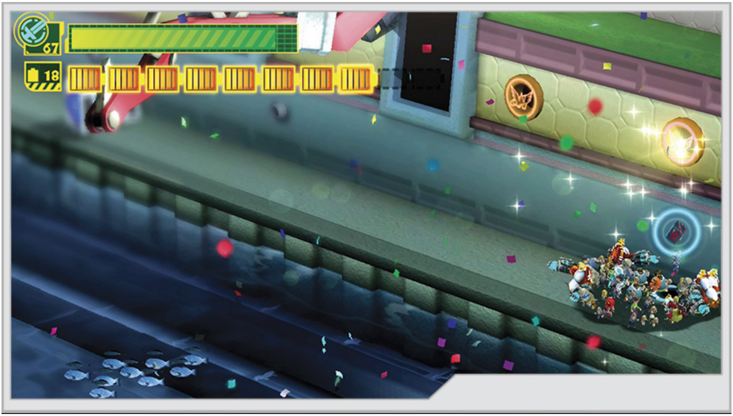
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:00	2:20	2:40	3:00	Very easy
Time	1:40	2:00	2:20	2:40	Easy
Time	1:20	1:40	2:00	2:20	Normal
Time	1:00	1:20	1:40	2:00	Hard
Time	0:40	0:50	1:10	1:30	101% Hard
Combo	1500	1200	800	500	Very easy
Combo	2000	1500	1000	500	Easy
Combo	3000	2500	2000	1000	Normal
Combo	2000	1500	1000	500	Hard
Combo	1500	1200	800	500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



Tilt the Wii U GamePad where you want to look!

With that unpleasantness out of the way, get to the warehouse to recruit Wonder-Diva, then return to the broken bridge. Jump off the bridge into the canal below. You can wrap a Wonder-Liner around a school of fish swimming in the water, which will contribute toward the What a Haul! Achievement in the Bottlecap Collection.





Still inside the canal, you can jump onto a ledge and cut open a blue supply box with Unite Sword, revealing Wonderful File No. 3. There is an exit from the canal via an open sewer pipe near the supply box. However, stay in the canal and head to the right of the bridge [12] to find a pair of brown pipe openings. Send the Wonder-Liner into those pipes [8] to uncover GEATHJERK Files No. 1 and 2, respectively. Now you can exit the canal! The sewer pipe will take you back to where Secret Mission 5 was triggered. Cross the bridge. There are several items to collect on the other side, but tend to Mission 6 first.

Tip

You'll Be Back

If you come back to this Operation with Unite Hammer, you can use it on a hidden hammer spot in front of the green sewer pipe in this canal.

Note

The sewer pipe in this canal is the first of three you must enter in order to earn the Good in Tight Spaces Achievement. The other two are found in this level.

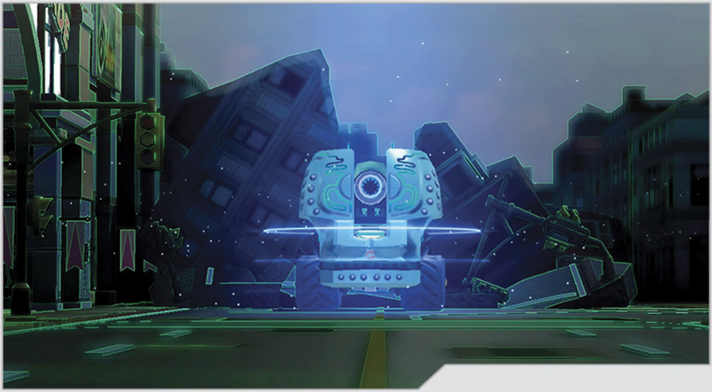
Mission 6

Medal Requirements

Enemies Present (All Difficulties)

- Wave 1: Hoedown

GEATHJERK Encounter: Hoedown

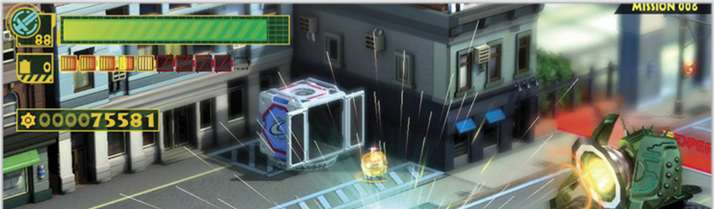


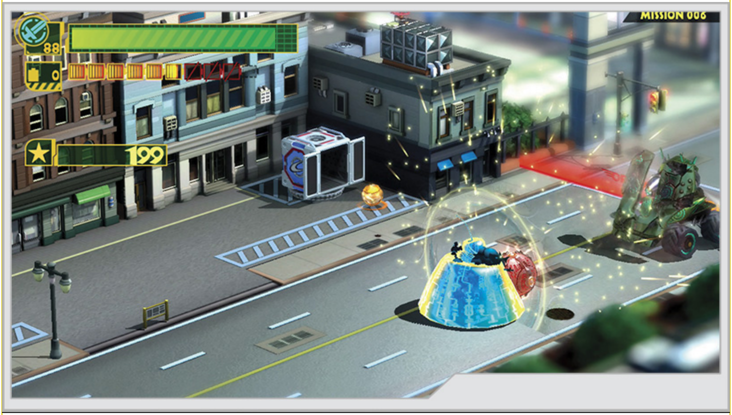
The Hoedown is the GEATHJERK's basic armored battle vehicle. Surprisingly swift and packing a mean ranged punch, the Hoedown should not be underestimated, despite being the standard variety of a highly varied series of machines. In addition to its main gun, a Hoedown can leap onto or run over its opponents. The Hoedown also comes equipped with an armored plate that can stop even Wonder-Blue's Valiantium Blade! That's not wonderful. That's not wonderful at all.

Tip

Okay, seriously, did you buy Unite Guts yet? No? Siiiiiiiiiiiiiiiiiiigh...Go back to the Wonderful Mart and buy this ability. We'll wait.

The Hoedown's shield will stop Unite Hand and Unite Sword with equal disrespect, leaving you vulnerable to counterattack. Players returning from later levels will be able to use Unite Hammer to crush the shield, but for those just starting out, you'll have to get a little creative with what you do have. Which should include Unite Guts.





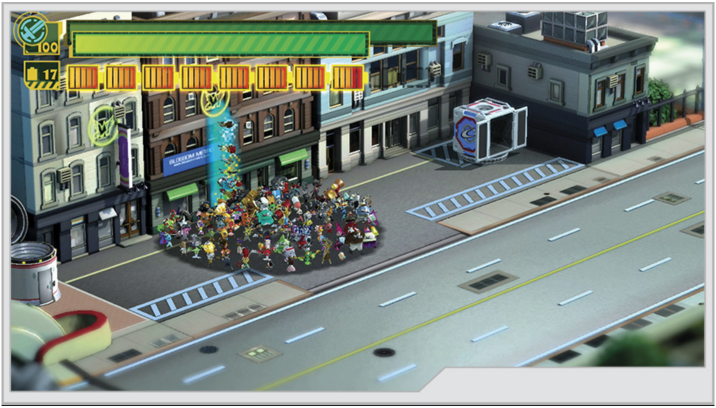
Destroy the Hoedown's shield by using Unite Guts to reflect its cannonballs back at it. The shot is heavily telegraphed: Watch for the barrel to swell up, and at the last moment, pop Unite Guts to defend yourself. Two or three shots bounced back will crush the shield and allow you to go nuts. You can also use Unite Guts to stun the Hoedown if it tries to dash over you or jump on top of you. Lastly, if you're willing to take the time, you can also sprint around the tank and spam the Team Attack. If you get enough Wonderful Ones to stick to the tank, it will be momentarily stunned, regardless of whether it has its shield. However, the latter method can be quite time-consuming.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:40	2:00	2:20	2:40	Very easy
Time	1:20	1:40	2:00	2:20	Easy
Time	1:00	1:20	1:40	2:00	Normal
Time	0:40	0:50	1:10	1:40	Hard
Time	0:40	0:50	1:10	1:40	101% Hard
Combo	600	500	400	200	Very easy
Combo	800	600	400	200	Easy
Combo	1000	800	600	400	Normal

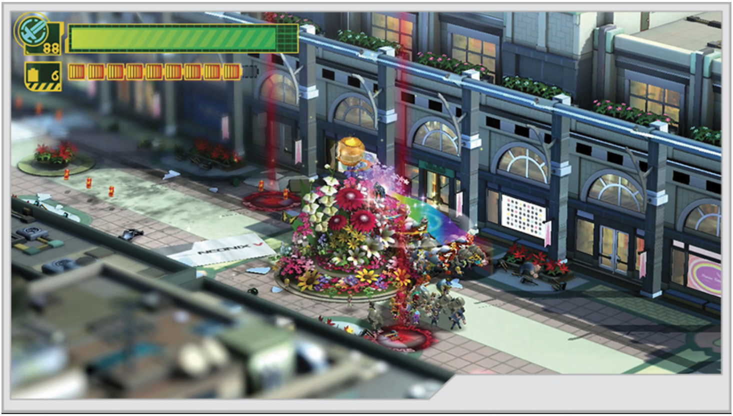
Combo	1500	1200	800	600	Hard
Combo	2000	1500	1000	800	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

88
WG
LEADER

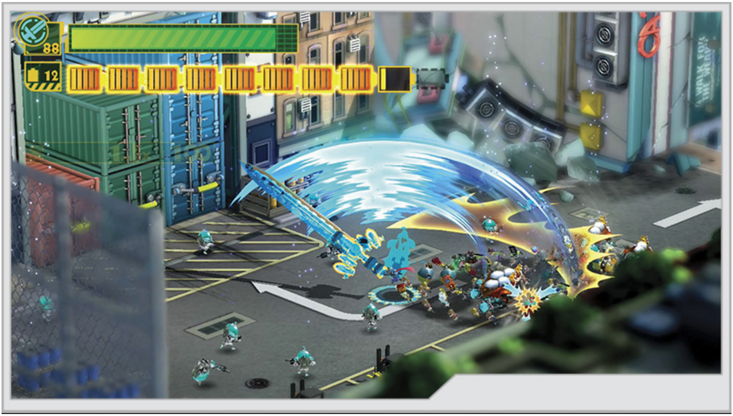
88
Space Pepper
17

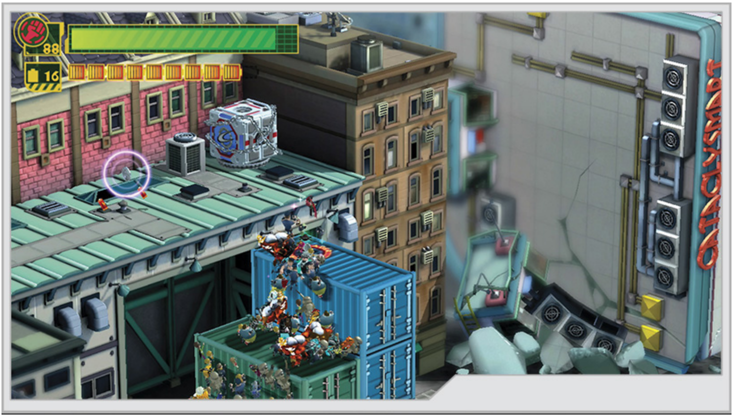


With Mission 6 cleared, you can take your time retrieving all the secrets in this area. Start with the Wonderful Toilet [9], which is filled with Space Peppers. Next to it are a pair of buildings with open windows [10] [11] that you can send a Wonder-Liner into, revealing Wonderful Figure No. 10 and GEATHJERK File No. 3. There's also another blue supply box near the Wonder-Liner that contains a useful health-recovery item.



[12] You have to pass through a shopping center while a GEATHJERK artillery barrage rains down into the area. The pattern is predictable and easy to avoid, but there are plenty of Wonderful Batteries to collect, along with several planters you can wrap the Wonder-Liner around for bonus health items, but this may put you in the line of fire. Eventually this path is cut off by a collapsing building.





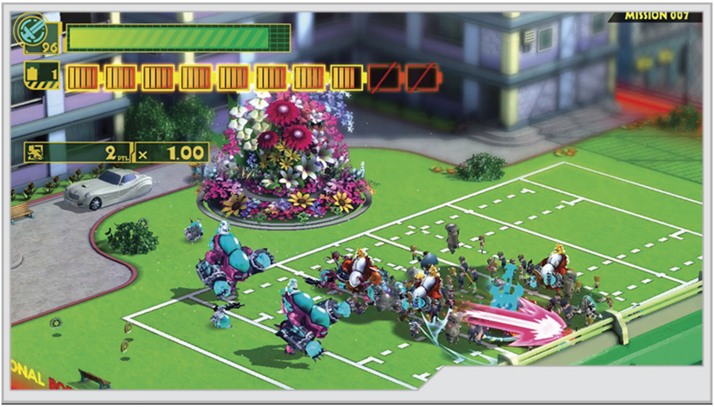
[13] You reach a lot separated from a football field by a chain-link fence. It's apparently a dead end, complete with a small ambush by numerous Dough-Goo. This isn't a rated battle, so feel free to use the quickest means to defeat them without worrying over your rating. Afterward, switch to Unite Hand, and drag the cargo containers out from their place inside the buildings next to you. You can use these containers to climb up to the roof, where your first Platinum Coin and a blue supply box awaits. You can also explore the area behind the containers to find some extra supplies. Additionally, you can bypass the container pulling if you use Unite Rocket to launch the team to the rooftops.

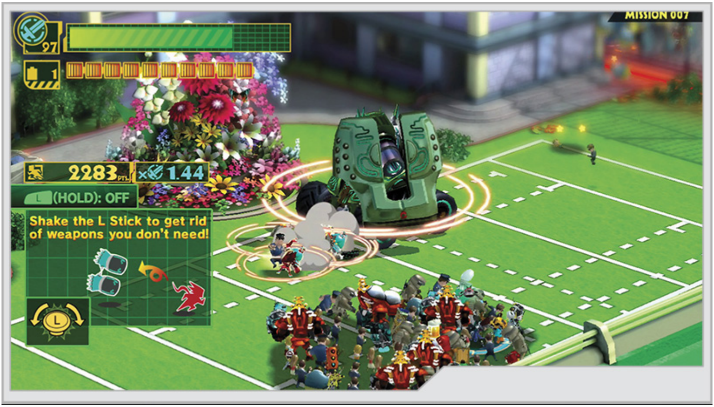
Mission 7

Medal Requirements

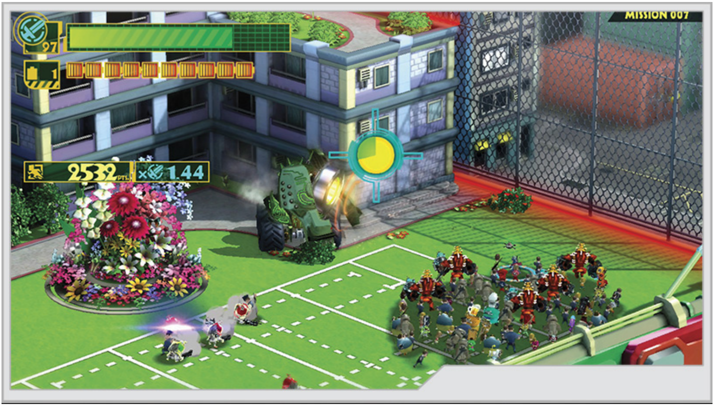
Enemies Present (All Difficulties)

- Wave 1: Dough-Goo, Chew Dough-Goo x2
- Wave 2: Hoedown, Dough-Goo

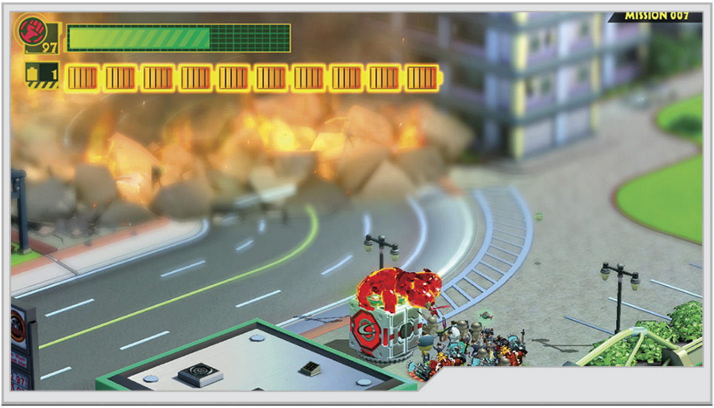


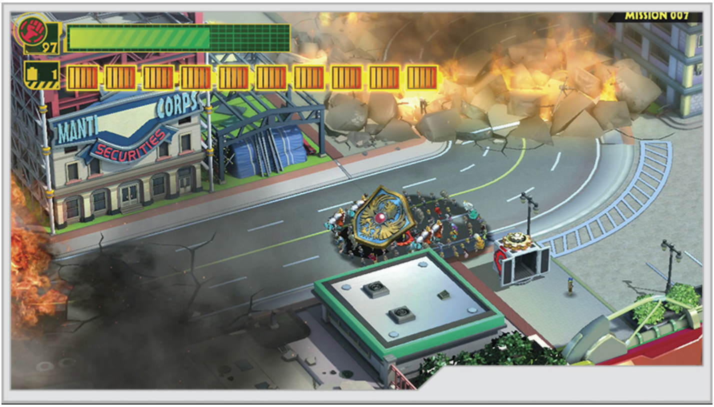


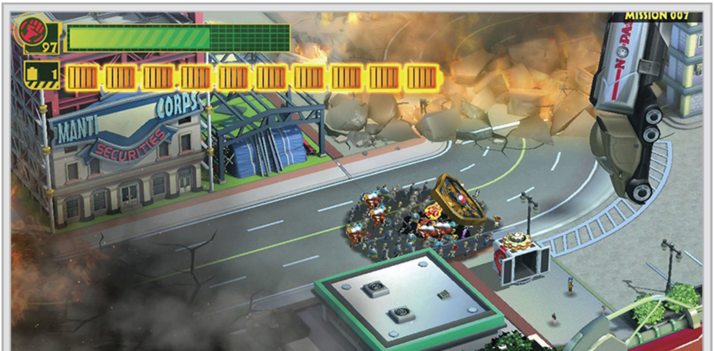
Shake the L Stick to get rid of weapons you don't need!

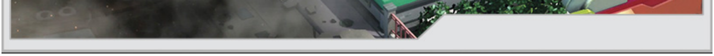


The rooftop path gets you past the chain-link fence onto the rugby field. This is where the game officially gives you the ability to Wonder-Circle parts of the environment with the Wonder-Liner for bonus points. Two Chew Dough-Goo and a defensive line of Dough-Goo warp onto the field ready to intercept you. You ought to be used to dealing with these guys by now, but the Hoedown that shows up during the second wave could present more problems. You have less room to react to its cannon shots or dash attacks, which can be quite disastrous on the higher difficulties. The Hoedown comes with another group of Dough-Goo, which makes it harder to use larger Unite Morphs on them for fear of bouncing off the Hoedown's shield. The Team Attack can eventually stun the Hoedown, giving you a chance to clear out the small fry first.





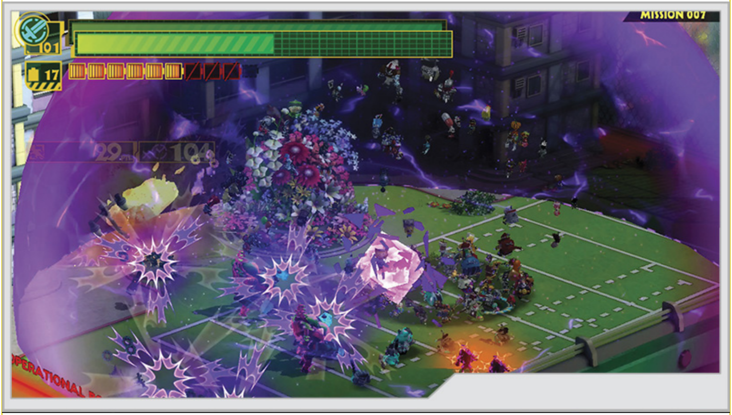




[14] The mission isn't done after you defeat the two waves of enemies. Continue on the newly opened path until you see a red supply box that contains Wonderful File No. 1. You can open it, but if you're looking to achieve Pure Platinum, it takes up time. Going past the box triggers a cutscene showing a multi-vehicle pileup that involves a half dozen fuel tankers. You'll be thrust into a quick-time event to evade the initial explosion from the crash; then you'll defend yourself with a handy shield emblem that falls from the sky. You're then given full control of the situation.

Five fuel trucks crash to the ground. Make sure the shield is pointed at the explosion caused by each crash, and make doubly sure you're not under a falling truck. The game will show you their position via a faint shadow on the ground and will put the world into slow motion, which should give you enough time to defend yourself. This absolutely does count toward the mission rating, so pay attention. Once the rain of falling trucks ends, Mission 7 is complete. While your score is being tallied, return to the rugby field for Secret Mission 9!

Hard and 101% Hard Mode



As usual, the time constraints of the higher difficulties are complicated by the greater resilience of your foes and the Chew Dough-Goo's propensity to summon more friends. Resist the urge to wipe out the second wave of Dough-Goo with a single Unite Bomb; you need them to meet the combo requirements while you also avoid the Hoedown's attacks.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:50	2:20	2:50	3:50	Very easy
Time	1:50	2:20	2:50	3:50	Easy
Time	1:30	2:00	2:30	3:30	Normal
Time	1:30	1:40	2:00	2:30	Hard
Time	1:30	1:40	2:00	2:30	101% Hard
Combo	1500	1200	800	500	Very easy

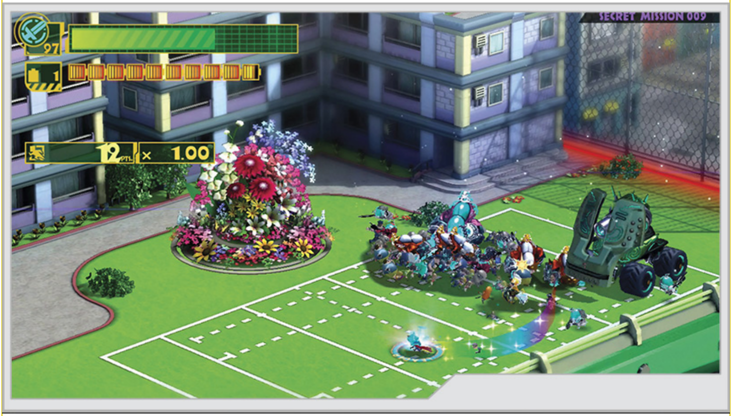
Combo	2000	1500	1000	500	Easy
Combo	3000	2500	2000	1000	Normal
Combo	4000	3000	2000	1000	Hard
Combo	5000	4000	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

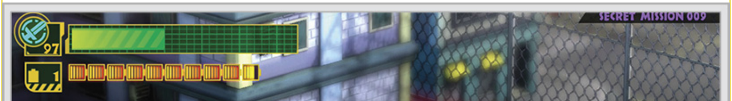
Secret Mission 9

Medal Requirements

Enemies Present (All Difficulties)

- Wave 1: Dough-Goo, Chew Dough-Goo, Hoedown



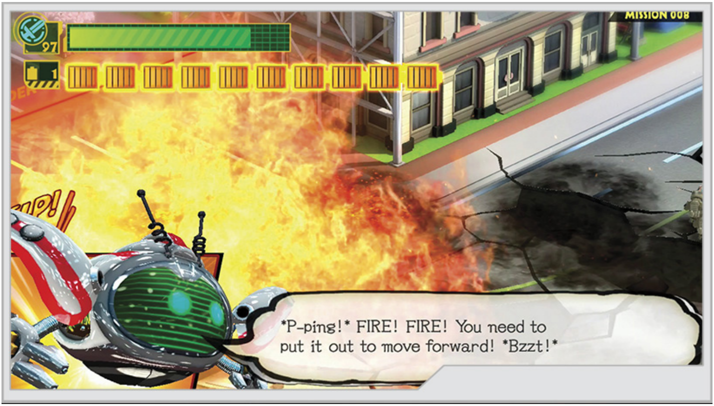


Technically you’re doing missions out of order, but if you continue too far into the operation, you won’t be able to return to the rugby field for this secret mission. Best to get it out of the way now. A Hoedown and a Chew Dough-Goo are out for blood here. It’s the same problem as with the start of Mission 7: The Hoedown’s armor can be problematic to any large Unite Morph attacks you attempt on the smaller foes summoned by the Chew Dough-Goo. Play defensively with Unite Guts to limit the Hoedown’s effectiveness and hopefully take out its armor plating quickly or stun it out of a dash. The Chew Dough-Goo will likely be trying to summon many Dough-Goo to the field, so work fast before things get overwhelming.

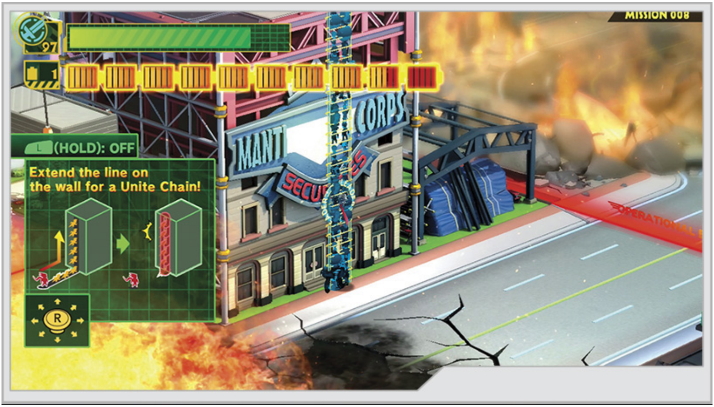
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:20	1:40	2:00	2:30	Very easy
Time	1:20	1:40	2:00	2:30	Easy
Time	1:10	1:30	1:50	2:20	Normal
Time	1:00	1:20	1:40	2:00	Hard
Time	1:00	1:20	1:40	2:00	101% Hard
Combo	1000	800	600	400	Very easy
Combo	1500	1200	800	500	Easy
Combo	2500	2000	1500	1000	Normal
Combo	3500	3000	2500	2000	Hard
Combo	4000	3500	3000	2500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Mission 8

Medal Requirements



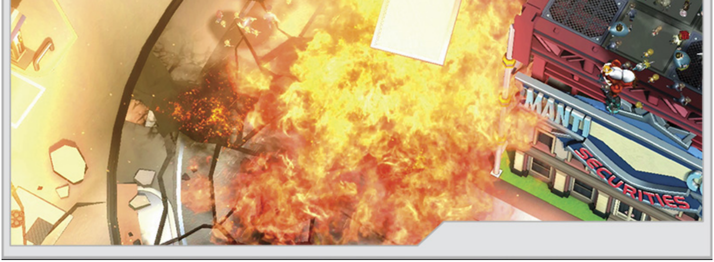
P-ping! FIRE! FIRE! You need to put it out to move forward! *Bzzt!*



(HOLD): OFF

Extend the line on the wall for a Unite Chain!

MISSION 008
97
1



Mission 8 begins if you walk a short distance forward from the Mission 7 zone. Civilians are trapped by a fire, and you need to smother the flames quickly. Unfortunately, while Unite Hand can harness fire for offense, it can't protect you while you walk through the inferno, so you've got to find another way. Quickly send a Wonder-Liner up the nearby Manti Corps Securities building to build a ladder to the rooftop. Once there, stop the fire by using Unite Sword to slash at a set of suspended construction platforms being held up by a crane. The mission ends when you Wonder-Circle the civilians to safety. Among them is Wonder-Kungfu, the 12th Wonderful One.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:35	0:40	0:50	Very easy
Time	0:30	0:35	0:40	0:50	Easy
Time	0:30	0:35	0:40	0:50	Normal
Time	0:30	0:35	0:40	0:50	Hard
Time	0:30	0:35	0:40	0:50	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	200	400	600	Hard
Damage	0	200	400	600	101% Hard

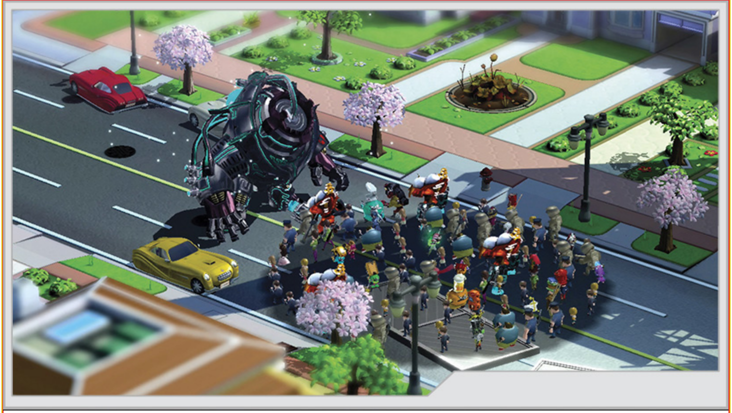
Mission 10

Medal Requirements

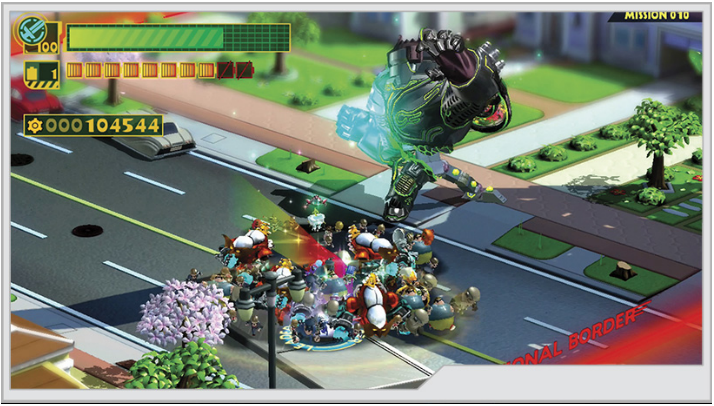
Enemies Present (All Difficulties)

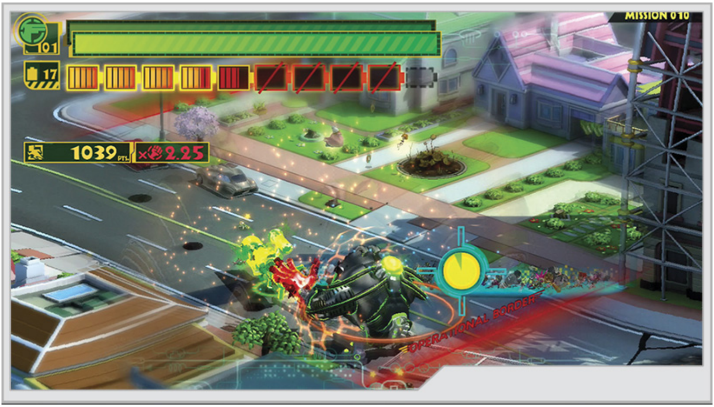
- Wave 1: Diedough-Goo

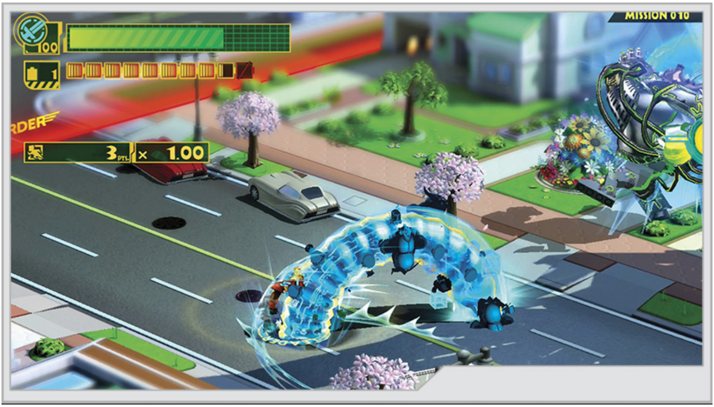
GEATHJERK Encounter: Diedough-Goo



One of the most lethal combat units in the GEATHJERK arsenal, the Diedough-Goo is well armored, surprisingly agile for its size, and a dangerous melee combatant. Even the combined might of the Wonderful 100 can be swept aside in a single swipe from one of its limbs, and it's equipped with a flamethrower and the same type of cannon found on a Hoedown. As the Diedough-Goo takes more damage and its combat armor is stripped away from its frame, it becomes a greater threat. Though it loses its ranged weapons, the machine becomes even more dangerous, growing in speed and occasionally shifting red in color, indicating that even the most powerful Unite Morph abilities will bounce harmlessly off its armor.







Full stop: The Diedough-Goo is a tough opponent for players just getting into the game, so don't get discouraged if you feel like a Wonderful punching bag by the time this fight's done. It punishes players severely for attacking recklessly by going into its "rage mode," able to shatter any Unite Attack, and ignore Unite guts. The trick is knowing when it is in rage mode and staying the heck away from it until it subsides. A Diedough-Goo can also parry your attacks, erecting a short-lived defensive shield. You can see when this barrier appears, and it is possible to react in time and stop attacking.

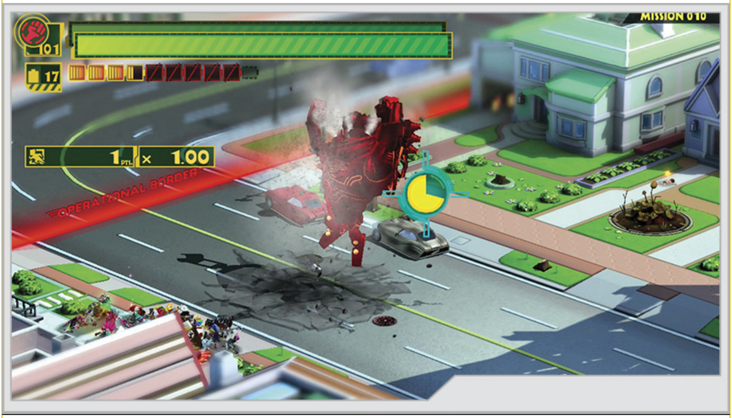
You can weaken a Diedough-Goo with the Team Attack, but its powerful melee strikes can shake off any Wonderful Ones attached to it. Fortunately, with Unite Guts, you can defend against it's melee attacks so long as it's not enraged. This includes the heavily telegraphed air stomp attack, which after being reflected by Unite Guts, leaves the Diedough-Goo stunned. During that time, you can really pile on the damage, and if you have the Wonderful Rising for either Unite Sword or Unite Hand, you can launch and juggle a Diedough-Goo to death if you are smart with your various Unite attacks.

Diedough-Goo have two ranged attacks: a flamethrower and a cannon that fires shells like a Hoedown. You can reflect the shells with Unite Guts, and you can absorb the flamethrower with Unite Hand.

Tip

The back of a Diedough-Goo is its weak spot. It becomes much more prominent the more armor you blast off, like a giant "Unite Hand This Spot" button. A sufficiently powerful Unite Hand can strip huge amounts of health per strike on this weak point. Keep this in mind.

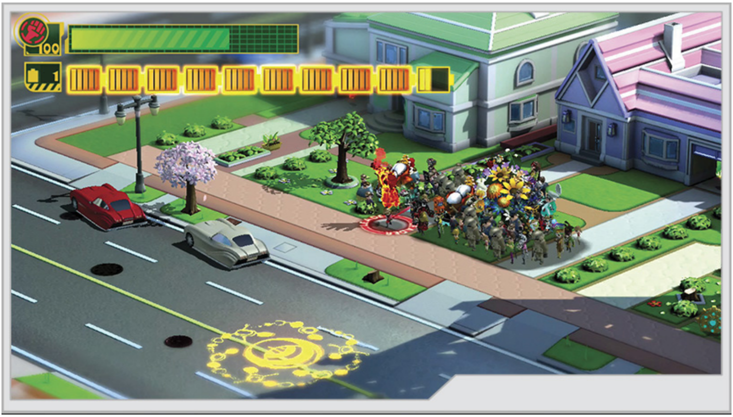
Hard and 101% Hard Mode



Diedough-Goos enrage more often on higher difficulties, which makes fighting them a more dangerous proposition. Unite Bomb it, stun it with rapid-fire Team Attacks, and juggle it to pieces before it becomes a serious threat. These enemies can hit as hard as some bosses are capable of, so handle them with care.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:10	1:30	2:00	Very easy
Time	1:00	1:10	1:30	2:00	Easy
Time	0:50	1:00	1:20	1:40	Normal
Time	0:50	1:00	1:20	1:40	Hard
Time	0:50	1:00	1:20	1:40	101% Hard
Combo	1500	1200	800	500	Very easy
Combo	2000	1500	1000	500	Easy
Combo	3000	2500	1500	1000	Normal
Combo	3500	3000	2500	2000	Hard
Combo	4000	3500	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy

Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



After completing Mission 10, you're officially introduced to the GEATH-Circles when one appears in the area the Diedough-Goo was guarding. This portal leads to Kahkoo-Regah, a hidden facility the GEATHJERK retreated to in the aftermath of Earth Defense War 2. Every part of an operation outside of the boss battles has one of these portals, and the requirements for unlocking them are varied. Some appear after completing a mission, like this one. Others require you to backtrack into a level. Other's still might have specific requirements before they appear. Wrap it up with a Wonder-Liner and get ready for a challenge.

Secret Mission 11

Medal Requirements

Enemies Present (Normal)

- Wave 1: Chew Dough-Goo, Dough Goo x10
- Wave 2: Chew Dough-Goo x3, Dough Goo x10

Enemies Present (Hard–101% Hard)

- Wave 1: Chew Dough-Goo, Dough Goo x10
- Wave 2: Megang x2

Reward For Completion

- Normal Mode: Figure No. 46 Wonder-Oracle
- Hard Mode: Figure No. 82 Wonder-Cellphone
- 101% Mode: Figure No. 3 Wonder-Green

SECRET MISSION 011
50
4
01:56:13
137 PTS.
×1.08

SECRET MISSION 011
50
4
01:13:63
000003196
590 PTS.
×1.20
+ 50 PTS.

This is the first Kahkoo-regah mission new players will see if they started out on Normal Mode. You will not be able to access it on Very Easy or Easy Mode. It is a fairly simple challenge. You have two minutes to defeat two waves of enemies. The first wave consists of a single Chew Dough-Goo and a squad of Dough-Goo. The second wave starts with three Chew Dough-Goo. If you haven't learned how useful Unite Guts can be, this mission will teach you all about it. Remember, if you're gunning for Pure Platinum, you have less than a minute to defeat all enemies while also achieving the necessary combo rating, and of course you can't take any hits.

Note

After every battle in Kahkoo-Regah, you're given a collectible reward regardless of the rank you earned for completing the mission. This reward changes between difficulty settings. You can get a total of three different Wonderful Figures from each portal to Kahkoo-Regah, based on the Normal and 101% Hard difficulty settings. Remember that you cannot access ANY of the Kahkoo-regah missions on difficulty settings below Normal Mode.

How you take damage works differently in Kahkoo-Regah. You can take a set number of blows before you fail the mission and have to continue. Restarts in Kahkoo-Regah negatively affect your rating at the end of an operation, just like they do during the main missions. You have no access to healing items or Unite Gauge boosters, and worse still, you don't get to take the group you have in the real world. You have to work with the forces you're given. In this battle, you have access only to Wonder-Red and Wonder-Blue's skills.

Hard and 101% Hard Mode

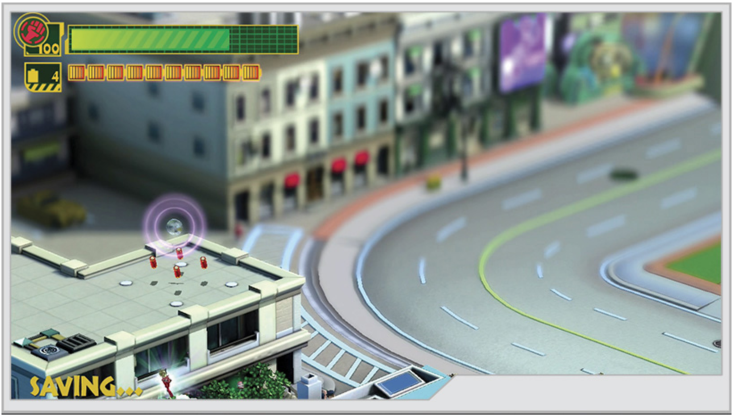
SECRET MISSION 011
03:51:42
50
17
70 PTS
×1.20

The first wave is simple enough to handle, but the second wave changes things up a bit with two Megang. You can always position yourself in such a way that they can't easily support each other. You still have to farm combos from them to meet the Platinum requirements, so don't make too much use of high-powered Unite Morphs. Work them over one at a time, tipping them on their backs and going ballistic with multiple Unite Hammers until you manage to wreck their shells; then you're free to use any other ability on them. It helps to further isolate a Megang with a small Unite Bomb.

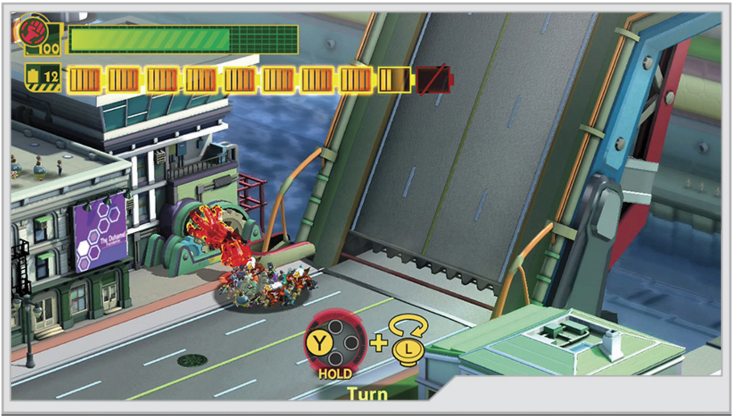
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:10	1:30	1:50	Normal
Time	4:00	4:15	4:30	4:45	Hard
Time	4:00	4:15	4:30	4:45	101% Hard
Combo	5000	4000	3000	2000	Normal
Combo	3000	2500	2000	1500	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	1	2	3	Normal

Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard

Now that you've taken care of business in Kahkoo-Regah, take a thorough look around the neighborhood surrounding the portal. There's some collectibles to grab, as well as the Space Fruit supplies hidden in the area.



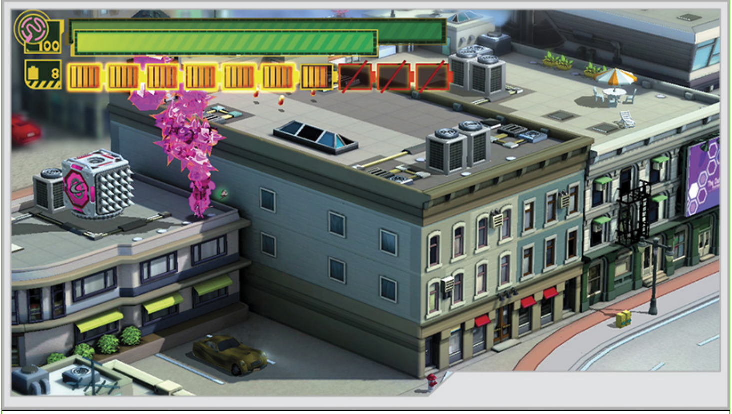
[15] The second Platinum Coin is found on a rooftop on the left side of the street as you pass the portal. It's near a cluster of Wonderful Batteries.



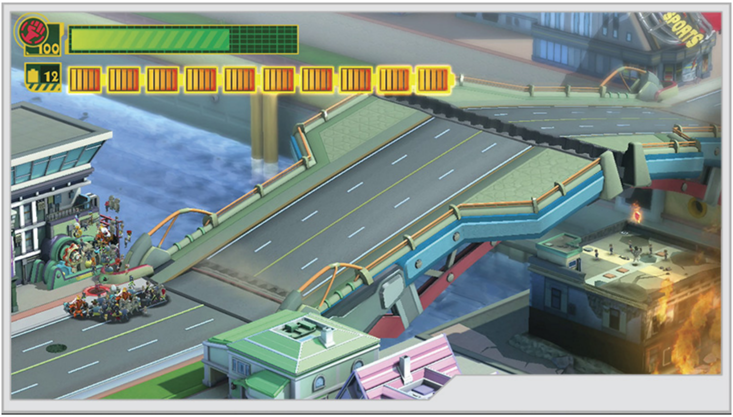
Next, advance toward the drawbridge, and use Wonder-Red's ability to twist the mechanism and lower the bridge into place. On the rooftop of the building housing this mechanism is a cluster of civilians [16]. Among them is Member No. 36, Wonder-Pâtissière.

Tip

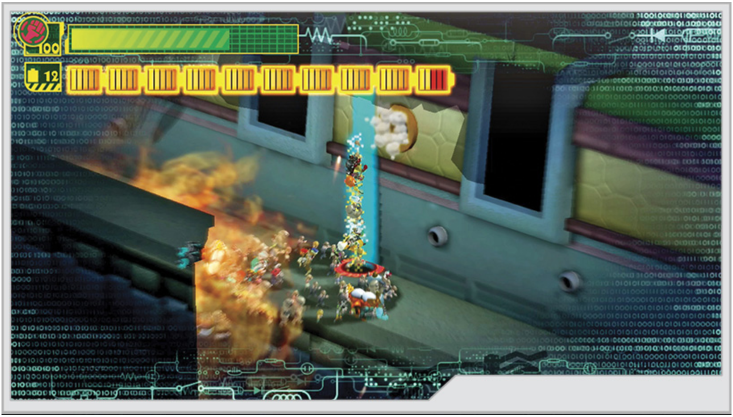
You'll Be Back

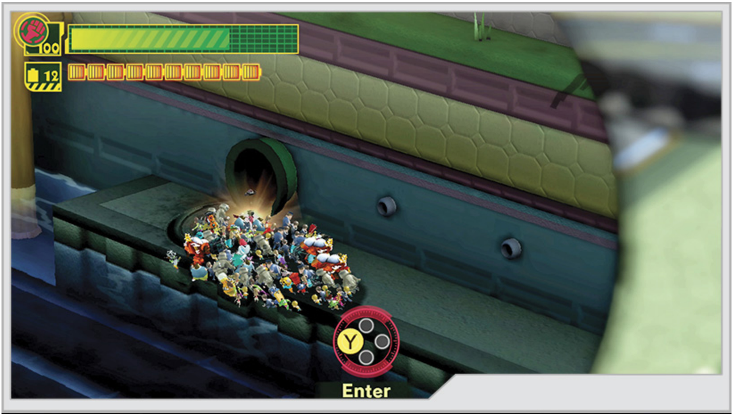


[17] After Wonder-Pink has joined the team, you can return to this part of town to find and open a pink supply box with the Unite Whip power. Additionally, there is a spot on another roof near where you recruited Wonder-Pâtissière. You can put Wonder-Yellow's hammer to use here. There are three Bottlecap Collection achievements associated with finding the treasures uncovered by Unite Hammer.



It is possible to bypass a battle on the bridge if you don't lower it all the way. You might see a cluster of civilians on a rooftop to the right of the bridge [18]. There's a Hero Heart Fragment and Member No. 22 Wonder-Judo waiting for you there, but you can't extend the Wonder-Liner out to them.





Jumping off the bridge allows you to get some items and make progress toward two Bottlecap Collection achievements. You can wrap a Wonder-Liner around the schools of fish in the water to make progress on the What a Haul! Achievement, which you can accomplish by the end of Operation 001. The large sewer pipe near a cluster of civilians is another one of three that you must use to earn the Good in Tight Spaces Achievement. Underneath the bridge is also a small sewer pipe you can extend the Wonder-Liner into [19], recovering Wonderful Figure No. 13.

Mission 12

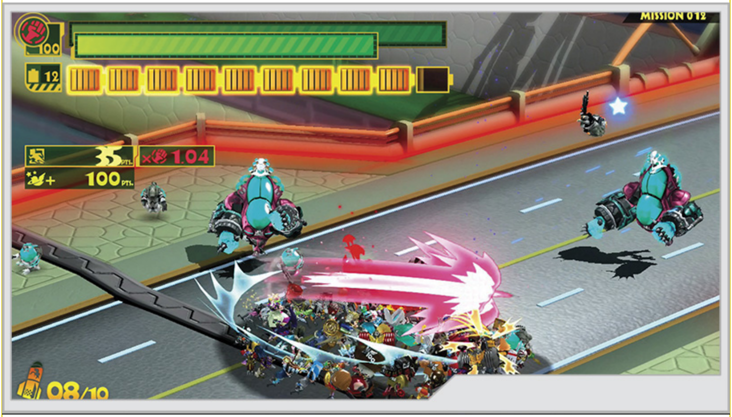
Medal Requirements

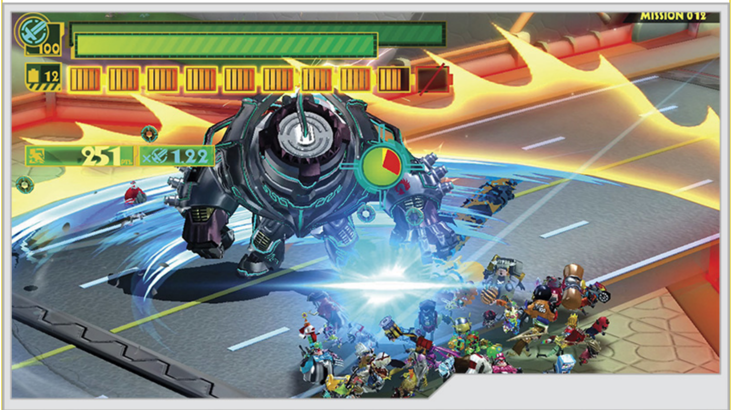
Enemies Present (Very Easy–Normal)

- Wave 1: Chew Dough-Goo x2, Dough Goo x10
- Wave 2: Diedough-Goo

Enemies Present (Hard–101% Hard)

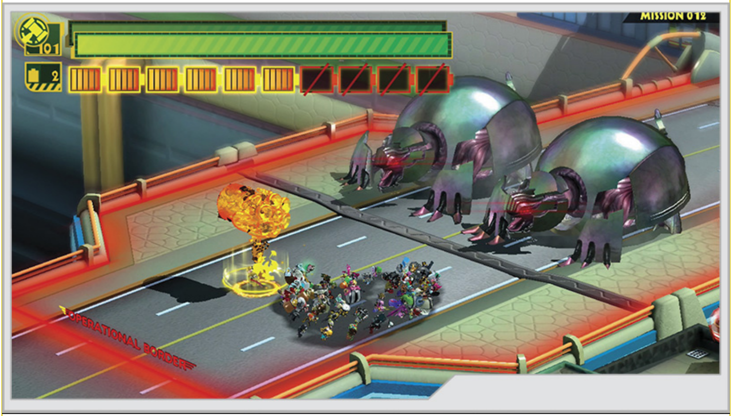
- Wave 1: Megang x2





If you lower the drawbridge all the way, a pair of Chew Dough-Goo teleport onto it as you cross, starting Mission 12. The real threat, however, is after you finish off the Chew Dough-Goo, prompting a Diedough-Goo to take their place on the bridge. You should endeavor to clear the bridge of any Dough-Goo summoned in by the Chew Dough-Goos, as they can be a painful distraction when trying to handle the greater threat of the Diedough-Goo.

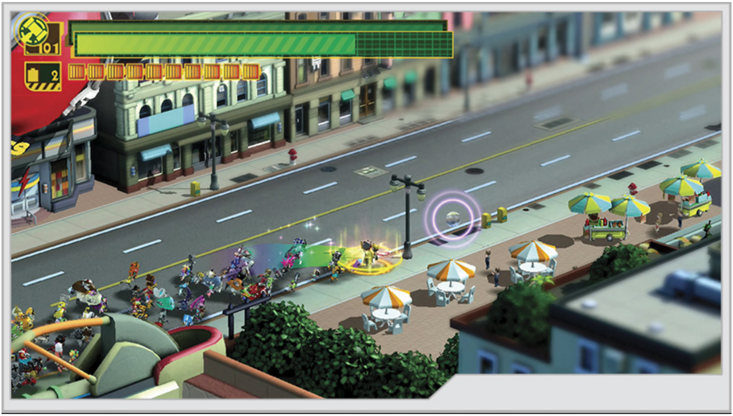
Hard and 101% Hard Mode



Another pair of Megang control the bridge as you attempt to cross. They are positioned in such a way that it can be somewhat difficult to maneuver to a place where only one can strike at you directly at a time. The narrow nature of the bridge also means that dealing with their lava pillars can get a bit dicey if you're in a bad place. Focus on one at a time as usual, and try to work a Unite Bomb into the mix to help control the fight.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:10	2:40	Very easy
Time	1:20	1:40	2:00	2:30	Easy
Time	1:10	1:30	1:50	2:10	Normal
Time	1:10	1:20	1:40	2:00	Hard
Time	1:00	1:20	1:30	2:00	101% Hard
Combo	3000	2500	1500	500	Very easy
Combo	4000	3000	2000	1000	Easy
Combo	5000	4000	3000	2000	Normal
Combo	5000	4000	3000	2000	Hard
Combo	6000	5000	4000	3000	101% Hard
Damage	0	500	1000	2000	Very easy

Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



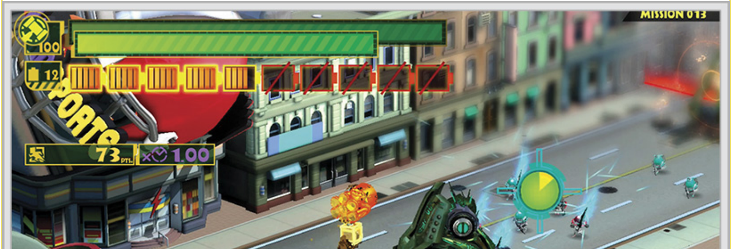
As you cross the bridge, you'll pass a RockHard Sports store on the left side of the street. Across the street from it is a cafe [20], where you can find the third Platinum Coin and a member of the Wonderful 100, Wonder-Guitar! Try to get the coin and the Wonderful One by extending a Wonder-Liner out from the bridge. Once you go past the sports store, the next mission begins.

Mission 13

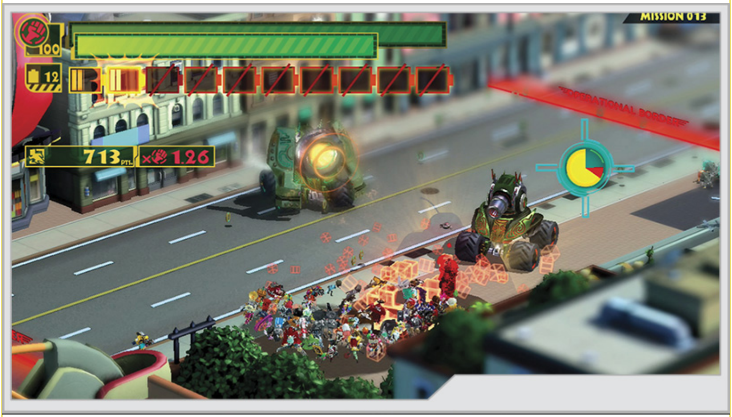
Medal Requirements

Enemies Present (All Difficulties)

- Wave 1: Hoedown x2, Dough-Goo



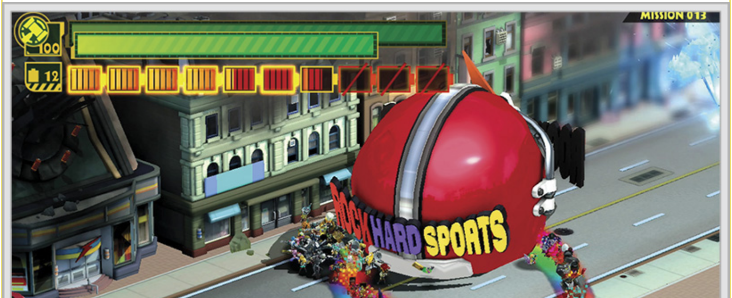
OPERATIONAL BORDER

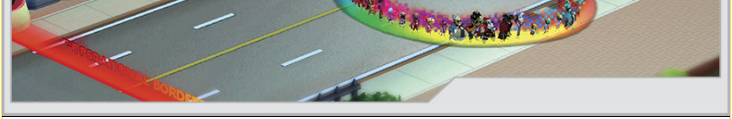


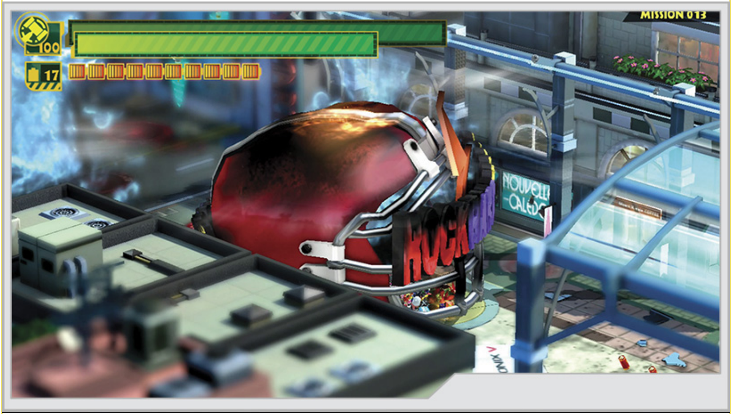
One name for this mission is “Do you have Unite Guts yet?” If the answer is no, things might get a little complicated. As you advance down the street, two Hoedowns teleport in, one near the sports store and the other farther down the road, near the site of a massive artillery barrage that ruined another shopping center. Dough-Goo fight alongside them. You’ll likely start the mission stuck between both Hoedowns.

With Unite Guts, you can sit between both tanks and reflect their explosives until their shields break. A more proactive approach is to rush one of the Hoedowns and put it between you and its ally on the other side of the battlefield. With this method, you’ll be in better position to finish off one of the tanks when its shield breaks. However, you may not actually be able to see the other tank because of the limited camera angle, which means you might have to listen for the buildup to any shots it’s going to fire, and use Unite Guts based on what you hear.

Ideally, one or both of the tanks will try to rush you, which can help you get them both on your screen and make it easier to defend against them while you also deal with those Dough-Goo.

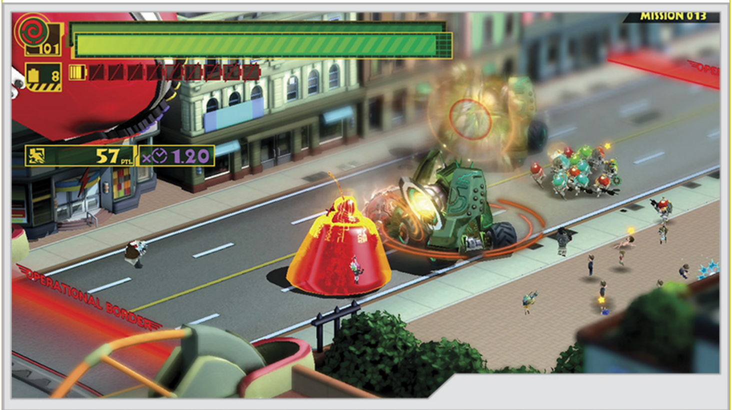






The mission doesn't end here. The artillery hits the buildings on the left side of the street, knocking the sports store sign to the street. This is convenient, because you need to use it for cover as you advance through the artillery barrage [21] to the next area. Draw a Wonder-Liner around the helmet to pick it up, then hold down the Y Button to gather your entire team close to you. This mostly keeps everyone safe under the helmet. Don't dawdle during the bombardment; you're still under the gun until you get to safety.

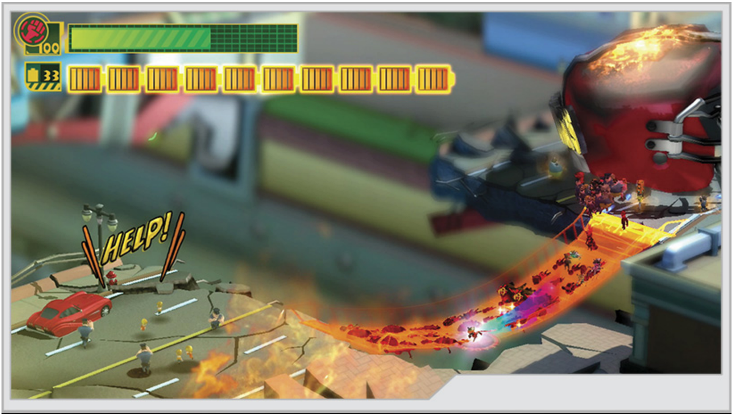
Hard and 101% Hard Mode

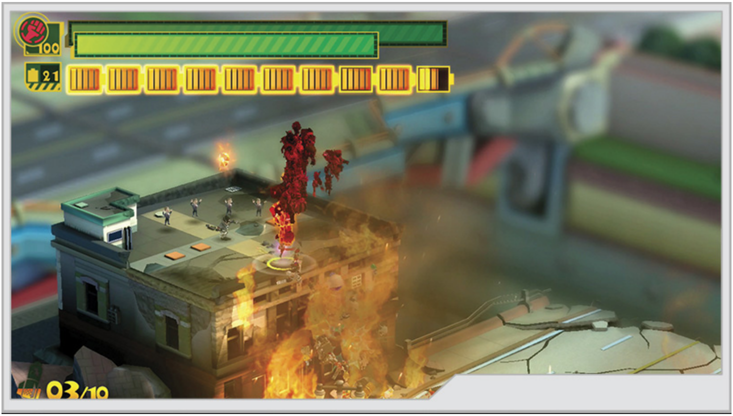


With the advantage of prior playthroughs to help equip you, Unite Guts is probably much more damaging to your enemies now, and Unite Hammer is a definite boon against armored threats like the Hoedown. You can send out a Multi Unite Morph to hammer away at a Hoedown while keeping your finger on the trigger to defend with Unite Guts.

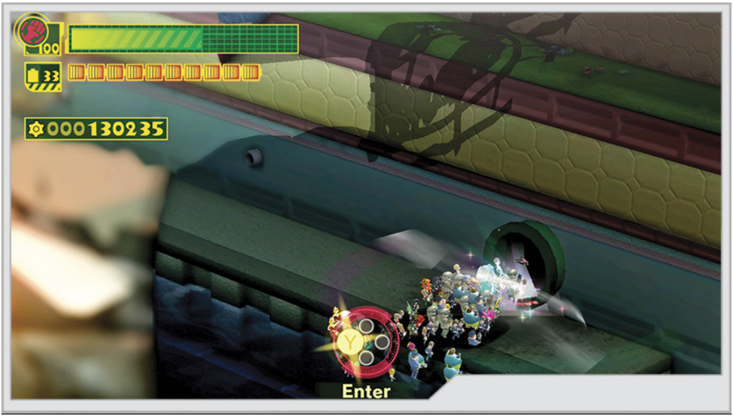
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:20	3:00	Very easy
Time	1:30	1:50	2:20	3:00	Easy
Time	1:30	1:50	2:20	3:00	Normal
Time	1:20	1:40	2:00	2:30	Hard
Time	1:20	1:40	2:00	2:30	101% Hard
Combo	1000	800	600	400	Very easy
Combo	1500	1200	800	500	Easy
Combo	2500	2000	1500	1000	Normal
Combo	3500	3000	2500	2000	Hard
Combo	4000	3500	3000	2500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

After wrapping up Mission 13, don’t head north just yet unless you have already found the items located in that direction: You can't backtrack to get them once the next mission starts! Instead, head back down to the southwest to make your way toward Wonder-Judo and the Hero's Heart Fragment [18]. Along the way, you cross a "07" marking on the street. Trace the 7 with the Wonder-Liner to reveal the fourth Platinum Coin.





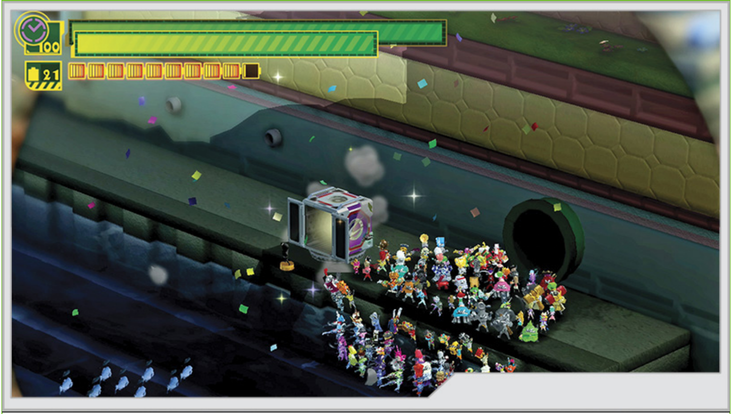
In order to actually reach Wonder-Judo and the Hero's Heart Fragment, first you need to bridge the gap over the canal leading to their part of the neighborhood [22]. The hard part comes when you realize the building they are standing on is on fire. This blocks any direct approach to the Wonderful One and the item unless you have the Wonderful Rising ability that comes from leveling up Wonder-Red. By this point in the stage during a new game, it's possible to manage that feat, but most people will likely only have earned Wonderful Stinger. With Wonderful Rising, you can punch yourself up through the flames and onto the rooftop to collect the Wonderful One and the heart piece.



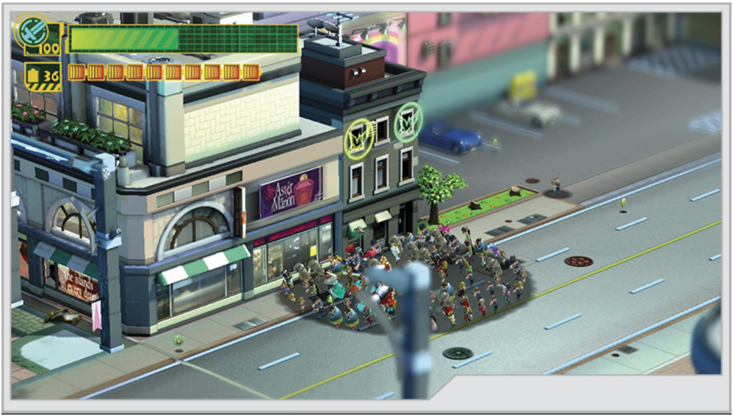
The third sewer pipe necessary for the Good in Tight Spaces Achievement can be found if you jump into the canal as opposed to making a bridge over it. There are also more schools of fish to find for the What a Haul! Achievement.

Tip

You'll Be Back (With Wonder-Black)



Later in the story, you will rendezvous with Wonder-Black, and as with all of the other Wonderful One's abilities, there are supply boxes only the Unite Bomb can open. This one appears next to the third sewer pipe if you come back with Wonder-Black, and it contains the Wonderful Figure No. 80.



[23] As you travel north, just past the artillery barrage, the football helmet sign will be destroyed. On the left side of the street is a gray three-story building. You can send a Wonder-Liner into the first and third windows on the third floor, uncovering GEATHJERK File No. 6 and the fifth Platinum Coin.

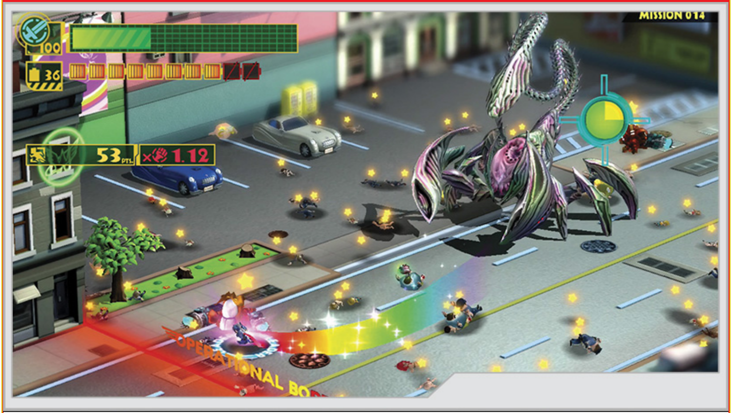
Mission 14

Medal Requirements

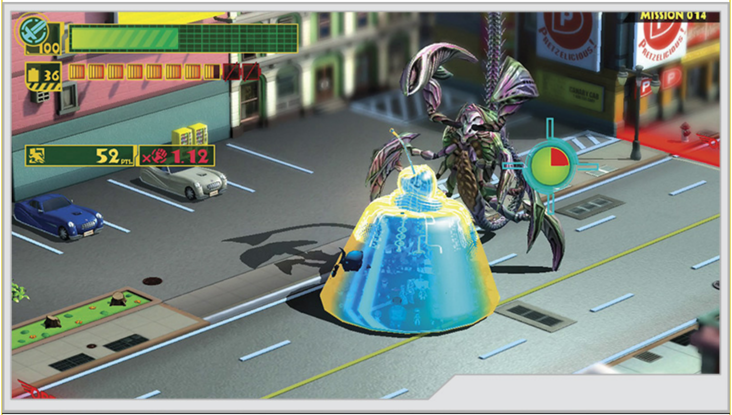
Enemies Present (All Difficulties)

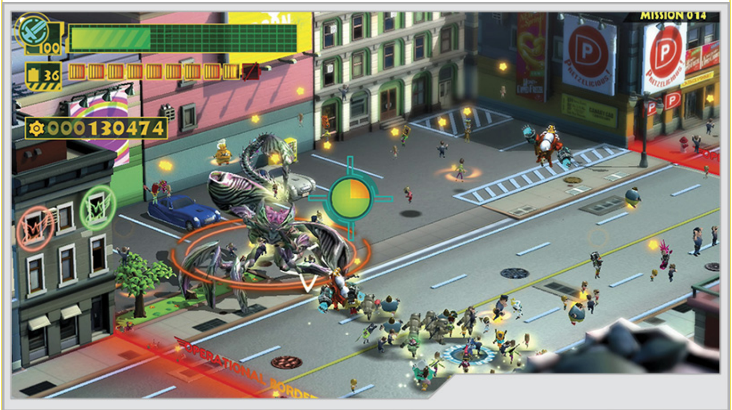
- Wave 1: Dahkarts

GEATHJERK Encounter: Dahkarts



Akin to a gigantic scorpion, the Dahkarts uses its large pincers and lethal tail barb to sweep aside any resistance. The Dahkarts can also spit out a large blob of highly toxic poison that can burn through a CENTINEL-suit; it can even get through the powerful Unite Morph abilities of the Wonderful 100. It is best to flank these monsters; however, with effort, it is possible to stun a Dahkarts by countering its pincer strikes.



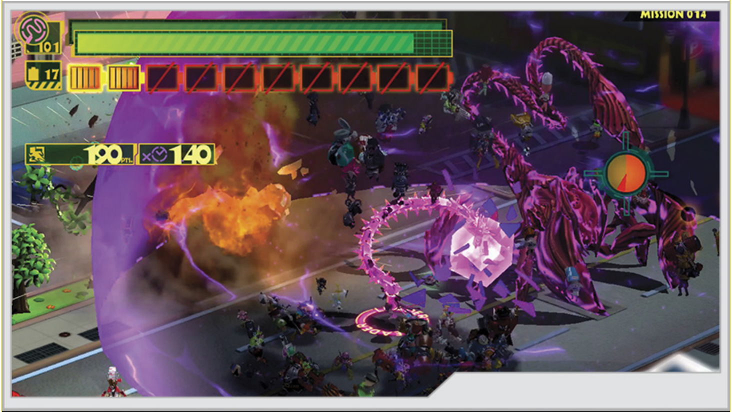


After a short cutscene plays out revealing the new foe you're up against as well, the mission begins in earnest. Fighting a Dahkarts for the first time can be frustrating, as the monster doesn't telegraph its moves quite as much as you've been seeing so far. Many things that it does can't be reflected by Unite Guts. Its tail swipes, tail stab, and acid blob do not respect Unite Guts whatsoever and will cost you a Pure Platinum. Unite Guts does work against the single-pincer strikes from the Dahkarts, but should it use both of its pincers simultaneously, it will break Unite Guts and cause heavy damage. Unite Spring will help you evade these attacks while you press your own offense.

If you stun a Dahkarts by parrying a pincer strike, you can deal a lot of damage fairly quickly by launching it into the air with Wonderful Rising (if you have it). While it's airborne, you can then set multiple Unite Morph attacks to keep the Dahkarts in the air and unable to fight back. When a Dahkarts is stunned after Unite Guts or Hero Counter abilities, you can also pick them up by wrapping a Wonder-Liner around it, or slam it into the ground using Unite Whip. However, if you're just starting out, you won't have Unite Whip available just yet.

Another method for fighting a Dahkarts is to use the Team Attack to weaken and eventually stun it from a safe distance. When it flashes yellow, it's temporarily defenseless, which can allow you to lay on the hurt before it recovers. However you decide to take this beast down, once it's dead, the mission is complete.

Hard and 101% Hard Mode



A lone Dahkarts is not much of a threat on any difficulty so long as you take care to avoid and defend against its poison and various tail attacks. Use the Unite Bomb to help set the monster up with Team Attacks; then once you start to juggle the Dahkarts, ensure it doesn't touch the ground until it's dead.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:10	2:40	Very easy
Time	1:20	1:40	2:00	2:30	Easy
Time	1:10	1:30	1:50	2:10	Normal
Time	0:50	1:00	1:20	1:40	Hard
Time	0:50	1:00	1:20	1:40	101% Hard
Combo	1500	1200	800	500	Very easy
Combo	2000	1500	1000	500	Easy
Combo	3000	2500	1500	1000	Normal
Combo	3500	3000	2500	2000	Hard
Combo	4000	3500	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

100
36
Aster
Manon

Before you saunter off to the Wonderful Mart to complete this section of Operation 001, backtrack a short distance to the building where you found the fifth Platinum Coin. The couple that fled the Dahkarts in the cutscene before Mission 14 is in the middle of working out the severe relationship issues that came to light a minute ago. You can recruit them for the Take It Out on the Other Guys! Achievement.

01
17
WONDERFUL MART

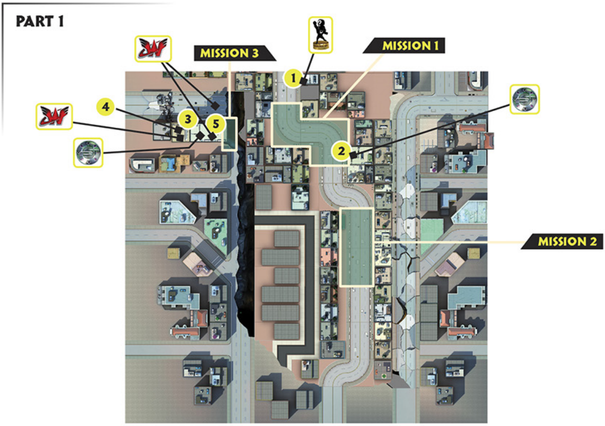
Now you're done! Head north along the street until you reach the Wonderful Mart to complete this part of Operation 001.

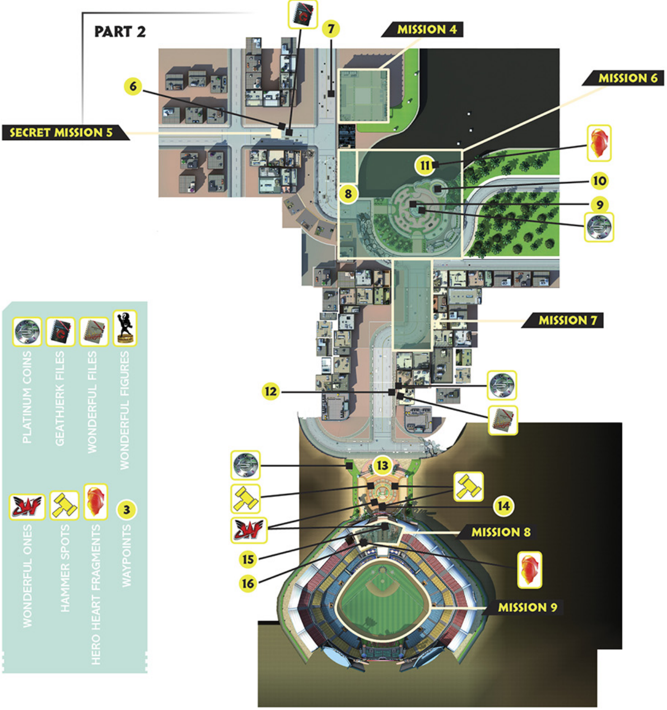
Note

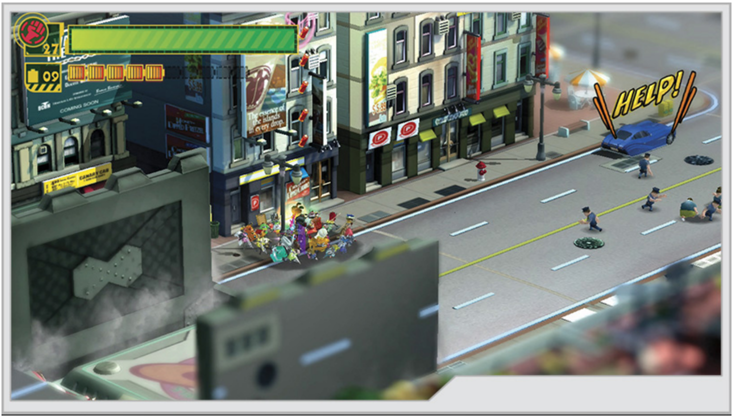
You've done good work, citizens!

Remember, between sections of an operation, any citizens who were recruited into the fight will leave the team. The only permanent members will be the Wonderful Ones you rescue during the missions. The Unite Gauge is also reset to its starting level, so be ready to compensate for that lack of power on hand at the start of every chapter!

Operation 001-B







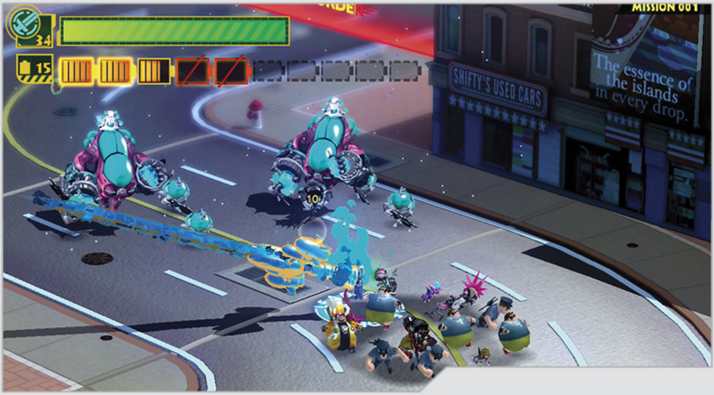
[1] For part 2 of the operation, you start next to a building with a series of Wonderful Batteries lined up on the wall. Trace the batteries with a Wonder-Liner to send your team through a window to recover Wonderful Figure No. 37: Wonder-Schoolgirl.

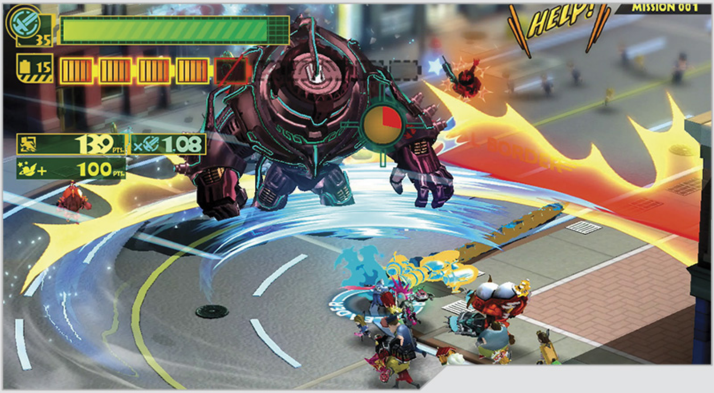
Mission 1

Medal Requirements

Enemies Present (All Difficulties)

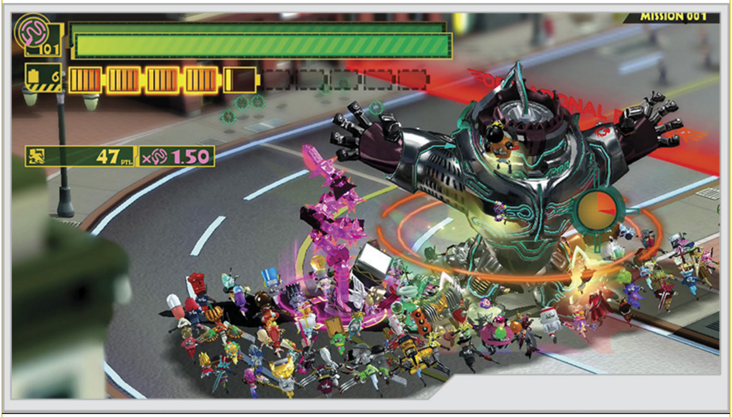
- Wave 1: Chew Dough-Goo x2, Dough-Goo
- Wave 2: Diedough-Goo





For those on a first playthrough, this is a good opportunity to bolster your forces. Try to capture as many of the enemies in the first wave as possible, so you can handle the Diedough-Goo and additional Dough-Goo that arrive after the first wave is beaten. The Diedough-Goo can be a bit tougher to handle in these close quarters, and you're on a strict time limit for the Pure Platinum, so you can't take your time to stun it with Team Attacks. Players farther along can make very short work of it with the use of Unite Bomb along with a follow-up series of attacks of your choice.

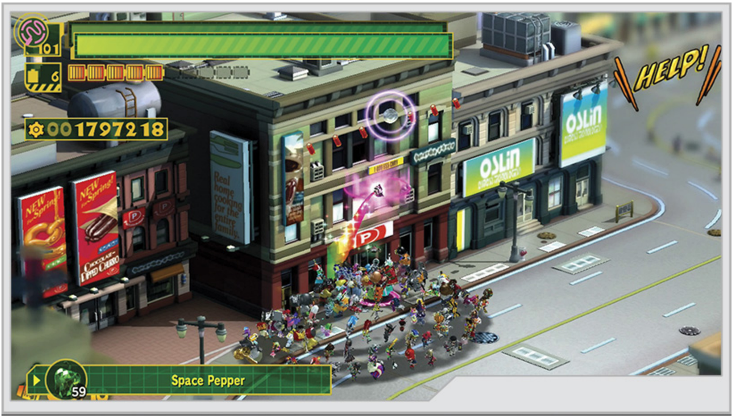
Hard and 101% Hard Mode



The consequences for letting the Diedough-Goo get its hands on you are more severe, but otherwise expect to use the same tactics to defeat the enemies in this mission.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:20	1:40	2:00	2:30	Very easy
Time	1:20	1:40	2:00	2:30	Easy
Time	1:10	1:30	1:50	2:10	Normal
Time	1:30	1:50	2:10	2:30	Hard
Time	1:30	1:50	2:10	2:30	101% Hard
Combo	3000	2500	2000	1000	Very easy
Combo	4000	3000	2000	1000	Easy
Combo	5000	4000	3000	2000	Normal
Combo	5000	4000	3000	2000	Hard
Combo	6000	5000	4000	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy

Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



The first Platinum Coin of this stage is on the outside of the building located on the border of the Mission 1 combat zone [2]. It's easy to accidentally pick it up during heated combat with the Diedough-Goo. If you're unsure, look for the building with a red "P" sign near its front entrance, then look several floors above it. Keep advancing up the street, picking up civilians as you move.

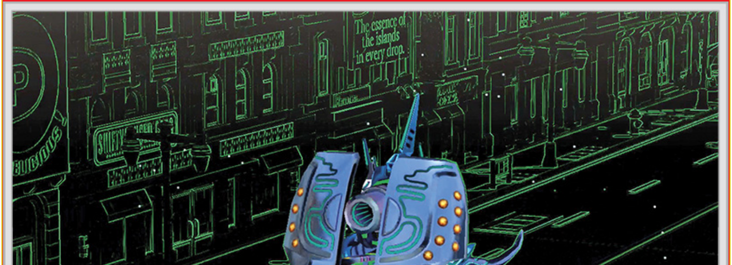
Mission 2

Medal Requirements

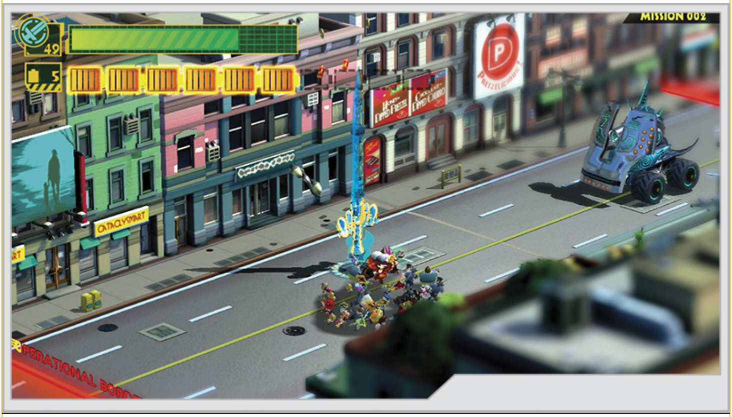
Enemies Present (All Difficulties)

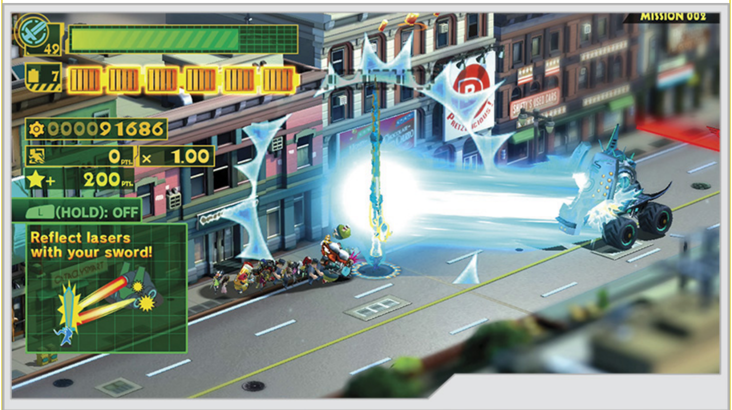
- Wave 1: Raydown

GEATHJERK Encounter: Raydown



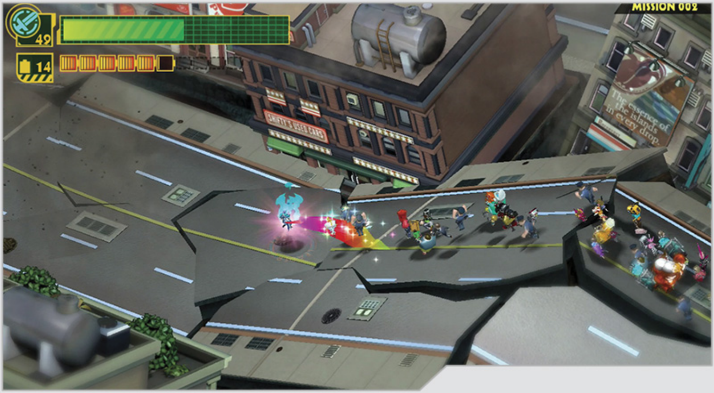
A variant of the Hoedown, the Raydown is better than equal to its brethren. Having all the same capabilities of its predecessor, the Raydown adds a powerful beam cannon in addition to the high-explosive shells that can be fired from the same barrel. This beam is the perfect weapon for tearing through formations of infantry and armor, or through careless Wonderful Ones.



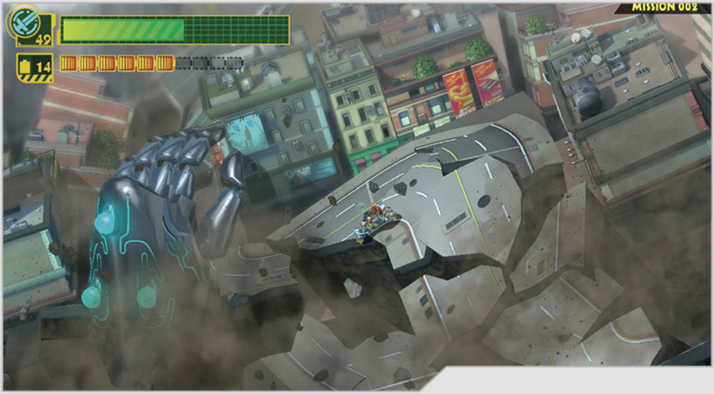


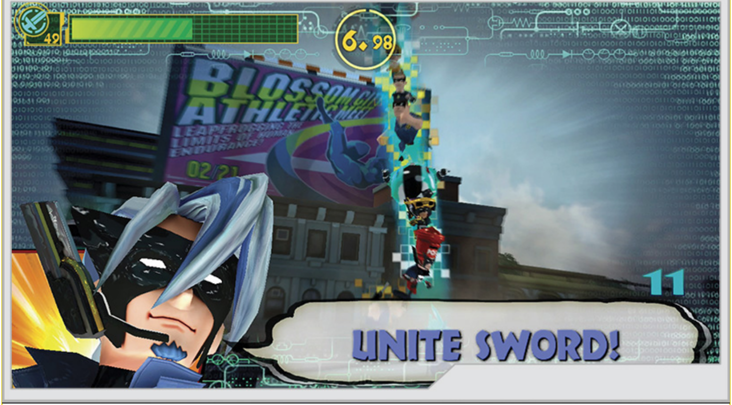
Reflect lasers with your sword!

The Raydown has all the strengths and weaknesses of the Hoedown but adds another weakness alongside of its new beam weapon: That beam can be easily reflected with Unite Sword, and it's one of the ways you can quickly destroy its armored plating. Outside of that beam, the Raydown isn't all that more dangerous than the Hoedown, especially when it's alone.



The mission doesn't end with the destruction of the Raydown. Run quickly forward until something starts to destroy the entire neighborhood. Go back the way you came, double time!

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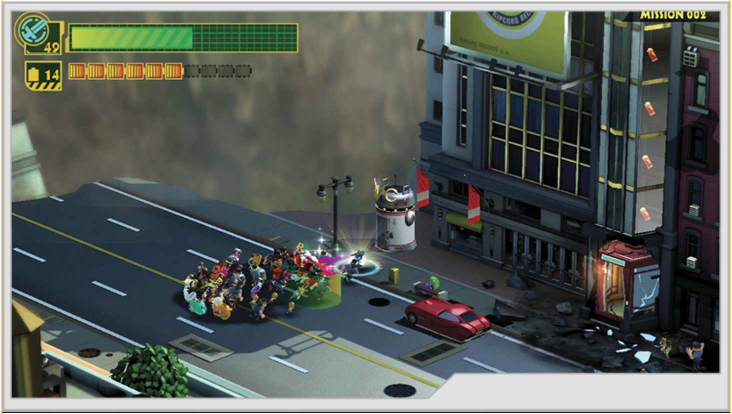
6.98
BLOSSOM CITY ATHLETIC MEET
LEAPFROGGING THE LIMITS OF HUMAN ENDURANCE
02/21
11
UNITE SWORD!

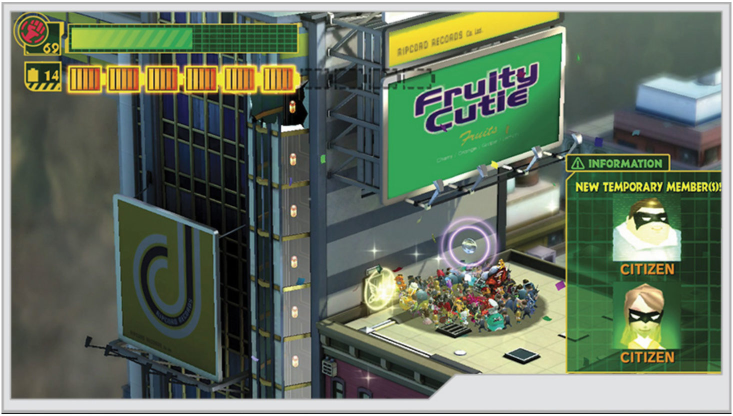
A giant hand will suddenly rip through the street from below, causing buildings to collapse and starting a quicktime event where you must use Unite Sword to escape the disaster. The mission ends when you arrive near a Wonderful Toilet.

Hard and 101% Hard Mode

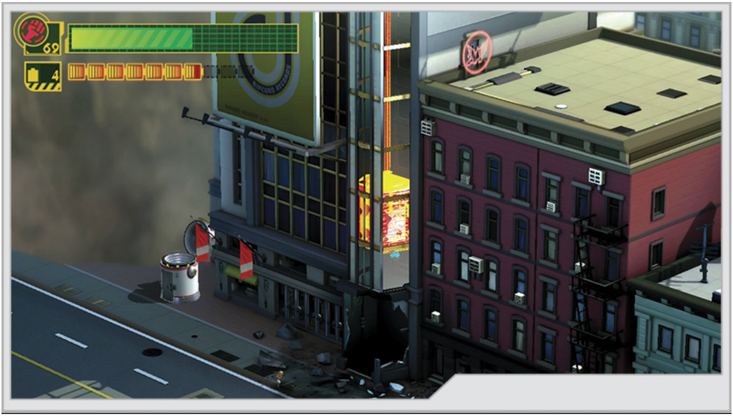


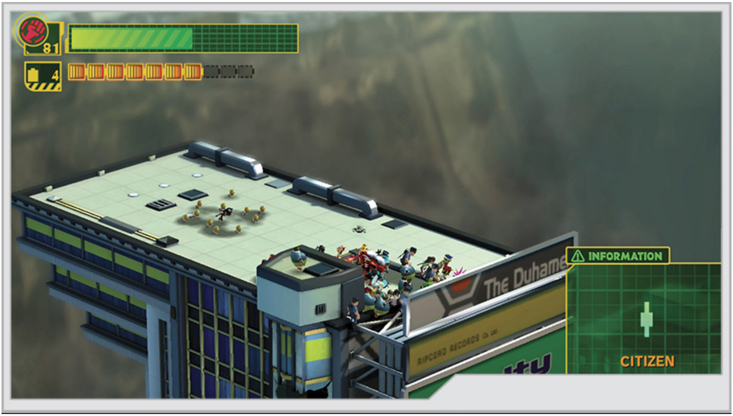
This new location is filled with collectibles and new recruits. Most recruits are temporary, but there are three permanent additions among them. [3] First off, near the Wonderful Toilet, is another member of the team, Wonder-Socho. The Toilet itself is filled with mixing components.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:10	2:20	2:30	2:40	Very easy
Time	2:00	2:10	2:20	2:30	Easy
Time	1:50	2:00	2:10	2:20	Normal
Time	1:10	1:30	1:50	2:10	Hard
Time	1:00	1:20	1:40	2:00	101% Hard
Combo	600	500	400	200	Very easy
Combo	800	600	400	200	Easy
Combo	1000	800	600	400	Normal
Combo	1500	1000	800	600	Hard
Combo	1500	1000	800	600	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

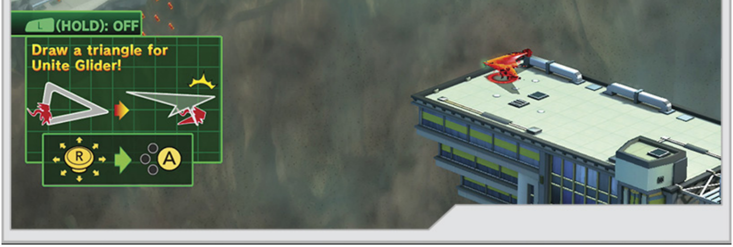


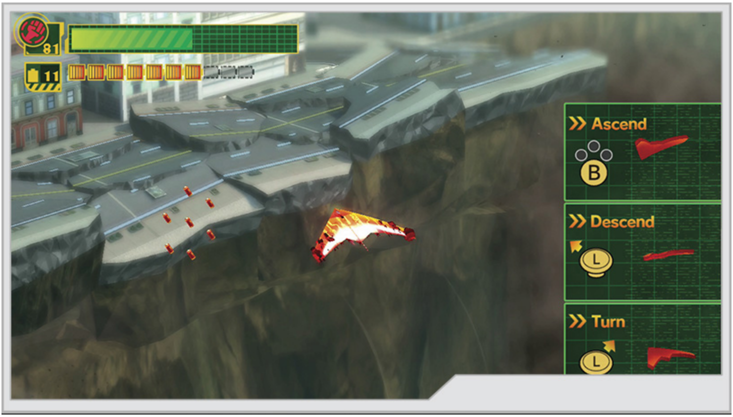
[4] Don't take the elevator up to the top of the building just yet. Instead, draw a Wonder-Liner up the side of the building next to the elevator. There you'll find a Gatcha with more prisoners, and Wonder-Matador inside. Next to the Gatcha on the rooftop is a door you can Wonder-Liner into to locate the second Platinum Coin.





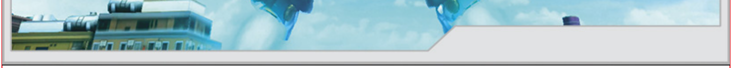
Now you can head for the elevator and take it to the rooftop. Unfortunately, a mishap ruins the elevator, so you'll have to rebuild it using the Wonder-Liner. [5] On this rooftop, you can find Wonder-Magician among a group of survivors.





At the ledge where you collected Wonder-Magician, you're prompted to use the Unite Glider to cross the massive chasm in front of you. Try to collect the clusters of Wonderful Batteries on the way to safety.

GEATHJERK Encounter: Gah-Goojin



The bipedal assault weapon that is the face of GEATHJERK dominance in land warfare against humanity, the enormous Gah-Goojin is one of the largest weapons in the invader's arsenal. Heavily armed, heavily armored, and seemingly unstoppable by conventional means, it is doubtless that the only power on Earth that can properly stand up to such a monster is none other than the Wonderful 100 itself, and even then, they will likely have to get creative with every encounter.

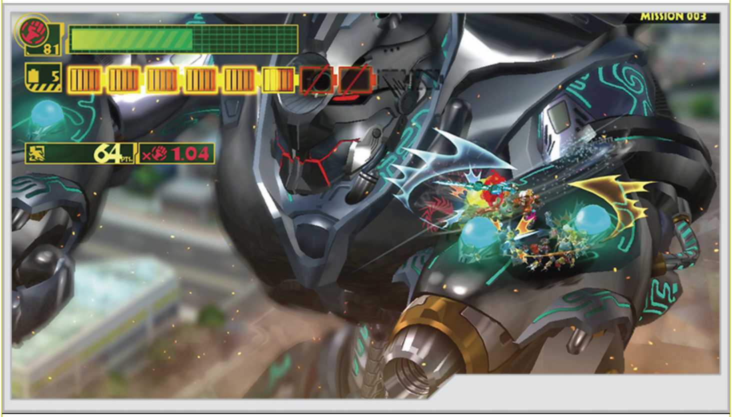
Gah-Goojin wastes no time demonstrating its awesome power.

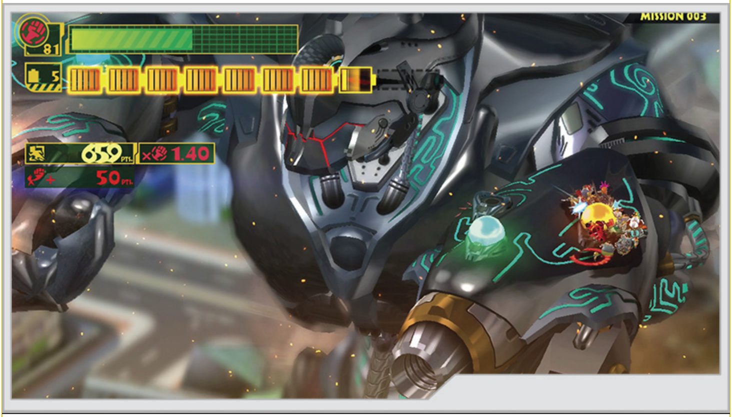
Mission 3

Medal Requirements

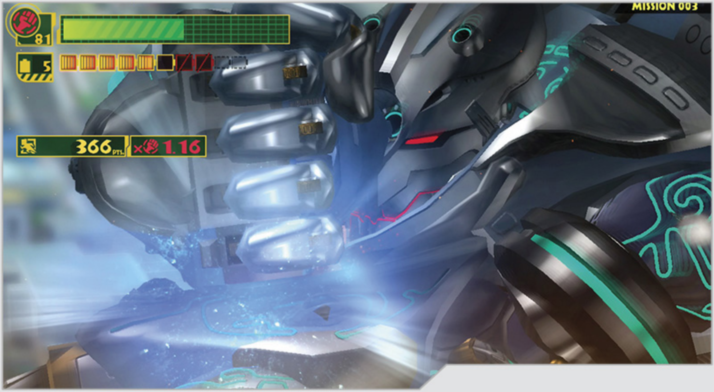
Enemies Present (All Difficulties)

- Gah-Goojin Cores

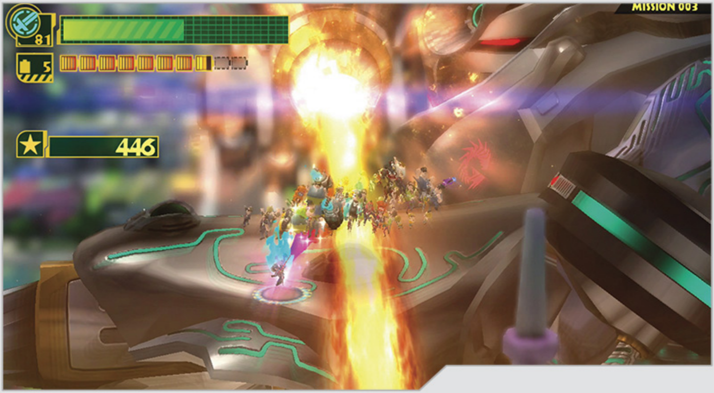




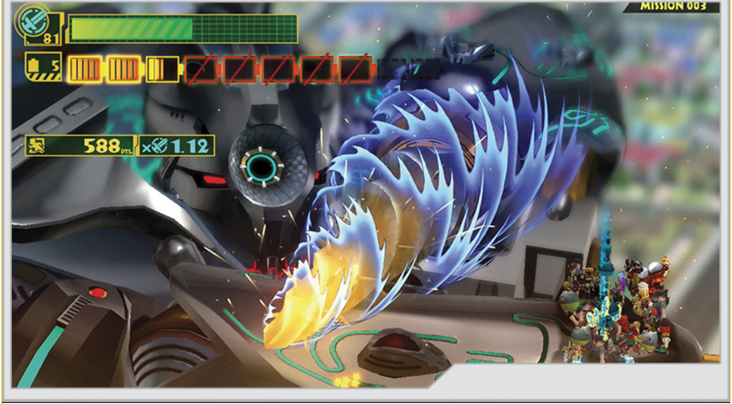
Defeating Gah-Goojin is a tall order. You start off on one of his forearms, and there are three blue spheres glowing on it. These have got to go. The fastest way is to use the largest Unite Sword you can muster, directing others on your team to use it as well if you have people to spare. The spheres occasionally sink into the armor to protect themselves, but with Unite Sword you are guaranteed to hit all three targets almost simultaneously for good damage.



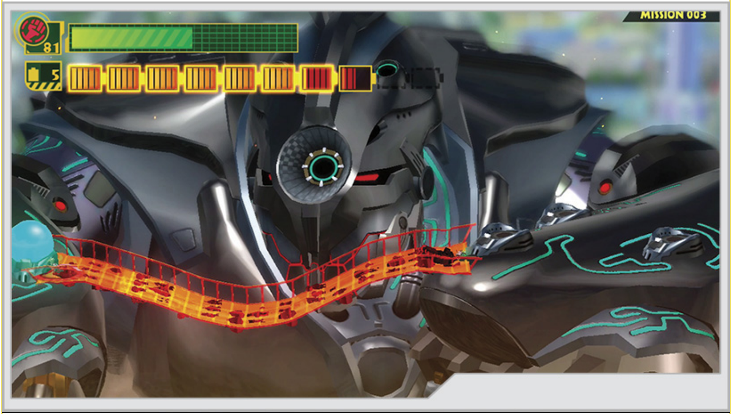
When the camera angle shifts, showing Gah-Goojin bringing up his other hand toward your position, get ready to defend yourself! Gah-Goojin will try to smash you flat with its free hand, causing considerable damage (or flat out one-shotting you on harder difficulties). Sometimes he also pulls back on the smash at the last moment, causing you to mistime your Unite Guts attempts.



He can also use his powerful forearm gun to incinerate you. Avoid this by timing your double-jumps or simply using Unite Spring to vault over the beam safely. You can also reflect this beam with Unite Sword.

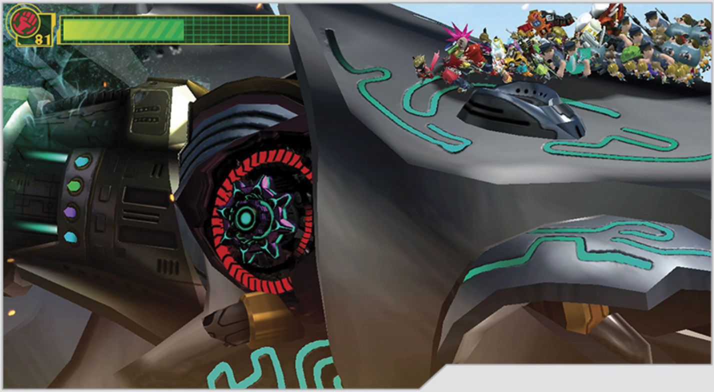


Lastly, Gah-Goojin is equipped with the mother of all power drills in both of his forearms. Successfully evading the beam, the Giga-drill, or his Uber-Fist Bump will cause Gah-Goojin to give up for now, allowing you to continue your assault.



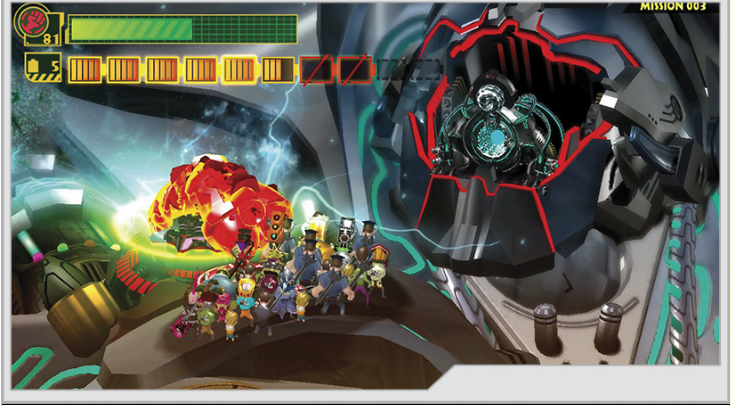
After destroying the first three spheres on the Gah-Goojin, you will have to Unite Build a bridge to the other forearm in order to continue the fight. The process is much the same here.

Once you destroy the second set of targets, a passing fighter destroys part of the armor on the arm you're standing on, revealing a point where you can use Unite Hand to twist a valve open. Work quickly when you do this! The Gah-Goojin opens his mouth to reveal a Diedough-Goo that is powering up to blast you. The forearm will twist around once again to reveal another valve for you to go to work on.



The arm falls free from the Gah-Goojin, and you have to Unite Hand onto a passing transport chopper to reach safety. The massive mech retreats from the city, and the mission ends when you're dropped off at a new location.

Hard and 101% Hard Mode

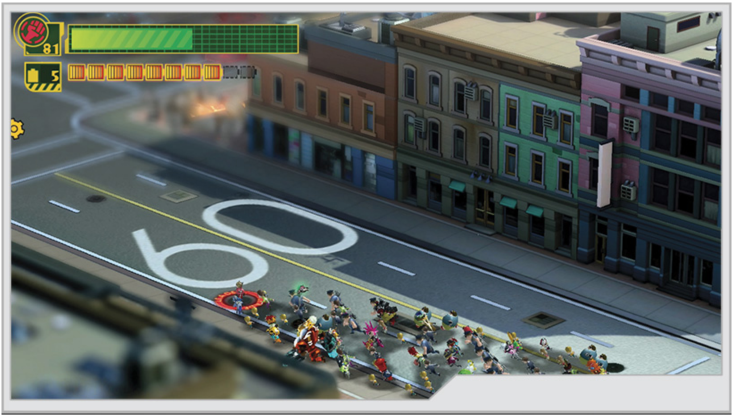


Gah-Goojin's cores on his forearms are much more resilient, which means you'll probably have to face down many more attacks from the arm you're not currently occupying before the spheres are destroyed. This will make the fight drag on for a lot longer, as Gah-Goojin is very proactive at trying to squash the pests crawling over him. Stay calm and get your licks in on the spheres when you can.

The other major difference is that twisting the valves on Gah-Goojin's arm when the fight is at a climax actually requires more turns. This can put you in danger of taking damage from Gah-Goojin's mouth cannon, so be prepared to defend yourself if it looks like he'll fire before you can finish turning the valve.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:30	3:50	4:30	5:00	Very easy
Time	3:30	3:50	4:30	5:00	Easy
Time	3:20	3:40	4:00	4:30	Normal
Time	3:10	3:30	3:50	4:10	Hard
Time	3:00	3:20	3:40	4:00	101% Hard
Combo	2000	1500	1000	500	Very easy
Combo	3000	2500	2000	1000	Easy
Combo	4000	3000	2000	1000	Normal
Combo	5000	4000	3000	2000	Hard
Combo	6000	5000	4000	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard

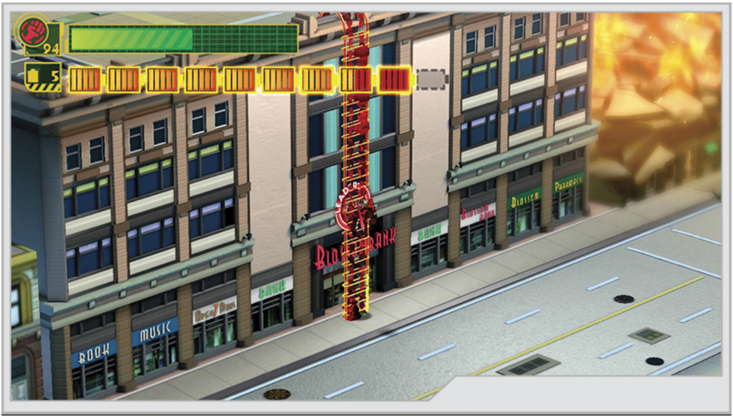
Damage	0	1000	2000	4000	101% Hard



[6] Not far from where you're dropped off, you can find a large "60" stenciled onto the street. Trace the 6 with the Wonder-Liner for GEATHJERK File No. 36. As you advance along the street, you finally see what has been bombarding the neighborhoods.

GEATHJERK Encounter: Tiekuu

With seemingly limitless ammunition, the Tiekuu has been suppressing Gaia Defense Army units and the citizens of Blossom City with impressively lethal firepower. There's no mistaking your purpose here: this machine must be destroyed at any cost!



Advance down the street, collecting more citizens for your army, until you reach a building that contains several Wonderful Batteries in a line leading to its rooftop [7]. Draw a Wonder-Liner up the building and climb up to continue toward the artillery piece. When you reach the rooftop, another battle begins.

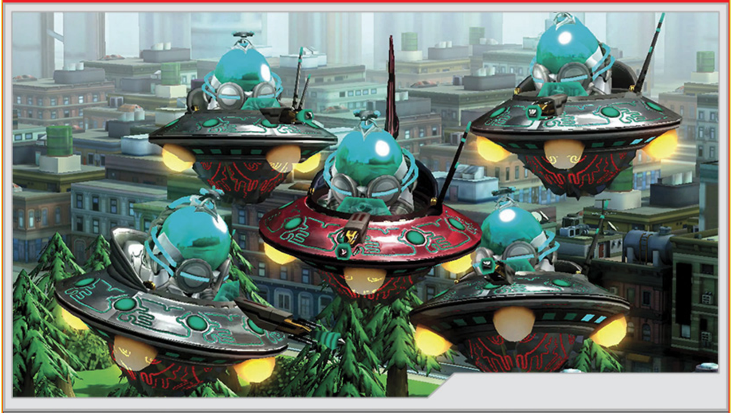
Mission 4

Medal Requirements

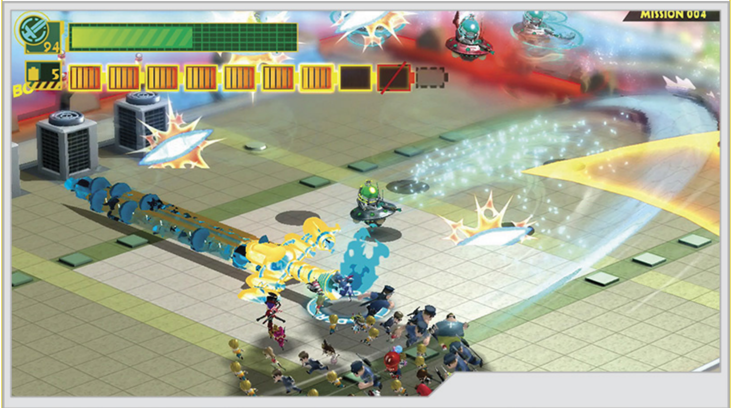
Enemies Present (All Difficulties)

- Wave 1: You-Hough

GEATHJERK Encounter: You-Hough



The standard anti-infantry assault craft of the GEATHJERK, the lightly armed You-Houghs are not particularly well armed compared to what you just crawled all over, but they make up for it with numbers. They are also somewhat taxing to hit with your melee attacks. If only there was some way to hit them from afar, or at least slow them down...



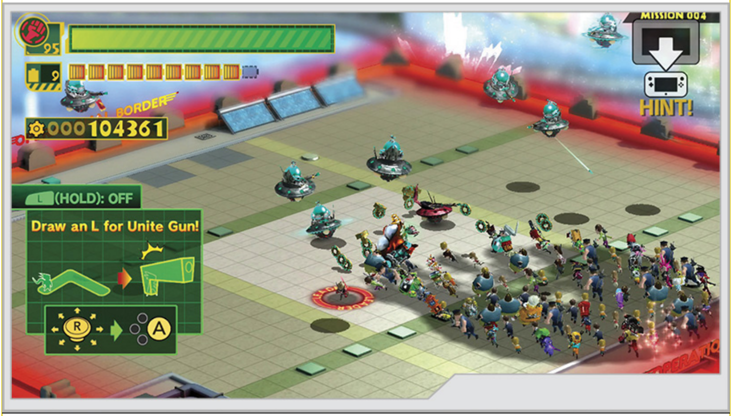
You-Houghs are very annoying in groups and flit around so much that they can be hard to target individually. Fortunately, a large Unite Sword can make swatting these flies out of the sky a little easier. Unite Hand can do more damage, but it's harder to land those hits. You can also use the Team Attack to get members of your army to latch on to them. Also, always watch for the small tracers fired by a You-Hough's guns. It's easy to miss within all the chaos. You-Houghs are also capable of a dangerous ramming attack.

Keep swinging until it soon becomes apparent that unless you stop the source of these You-Houghs, you'll eventually be overwhelmed through sheer attrition!

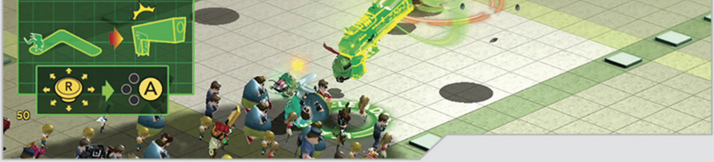
Tip

Catch a Ride

Interestingly, the You-Houghs can be commandeered if you don't destroy them outright. Riding on five separate UFOs throughout the adventure earns the We Come in Peace Achievement.



MISSION 004
95
9
50
000104538
268 PTS.
x1.66
(HOLD): OFF
Draw an L for Unite Gun!



Wonder-Green enters the scene with a splash. Complete his quicktime event to take care of the Cough-Foon hovering overhead.

Finish the battle by wiping out the remaining You-Houghs in the area. With Wonder-Green's Unite Gun, you can easily snipe the little pests out of the sky if they stand still. Unite Gun has the added advantage of using your people as the ammunition, and they will try to latch on to anything they hit. Think of Unite Gun as another type of Team Attack with significantly more range and power.

Note

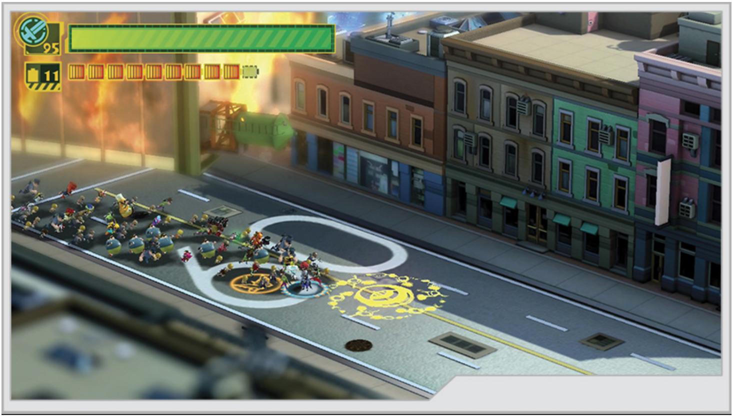
Now that you have Wonder-Green, the next time you enter this operation, you do not have to watch his introduction again.

Hard and 101% Hard Mode

MISSION 004
101
4
42
104
NAL BORDER

On these difficulties, the You-Houghs are significantly more annoying and aggressive with their guns and charge attacks. Since you already have Wonder-Green at this point, it's possible to end this fight quickly with Unite Gun, but you still need to score a decent combo, something that Unite Gun by itself tends to struggle with.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:40	1:00	1:30	2:00	Very easy
Time	0:40	1:00	1:30	2:00	Easy
Time	0:40	1:00	1:30	2:00	Normal
Time	0:30	0:50	1:10	1:30	Hard
Time	0:30	0:50	1:10	1:30	101% Hard
Combo	800	600	400	200	Very easy
Combo	1000	800	600	400	Easy
Combo	1200	1000	800	600	Normal
Combo	1200	1000	800	600	Hard
Combo	1500	1200	1000	800	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	400	800	1200	Hard
Damage	0	400	800	1200	101% Hard



With the battle complete, head back to the “6” you traced earlier. A portal to Kahkoo-Regah awaits!

Secret Mission 5

Medal Requirements

Enemies Present (Normal)

- Wave 1: Hoedown x2
- Wave 2: Diedough-Goo

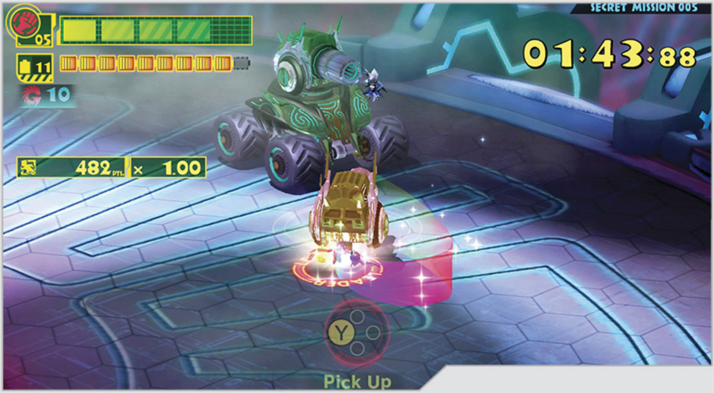
Enemies Present (Hard–101% Hard)

- Wave 1: Gurry Doora

Reward for Completion

- Normal Mode: Figure No. 73 Wonder-Science
- Hard Mode: Figure No. 99 Wonder-Camera
- 101% Mode: Figure No. 2 Wonder-Blue

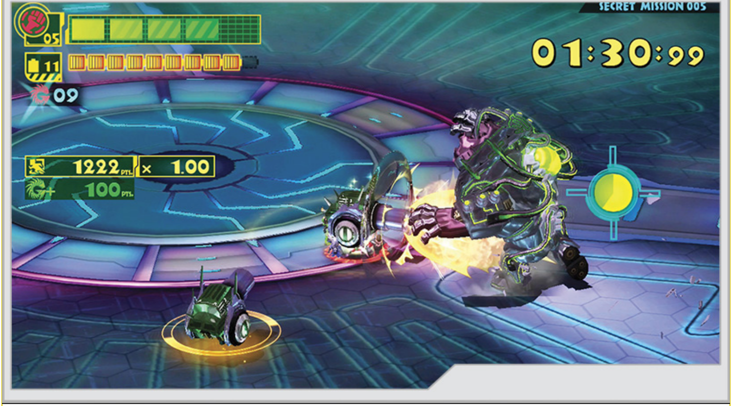
05
11
10
SECRET MISSION 005
01:58:11



In this secret mission, you have a very small team to work with while you deal with two Hoedowns and a Diedough-Goo that follows them. Fortunately, there are some very helpful alien weapons lying around for you to use. The Hoedowns are somewhat annoying to deal with, because you don't even have enough people to form Unite Guts! However, the cannons you can pick up from the ground can easily break the shields and keep the enemy off balance. You can't afford to miss.

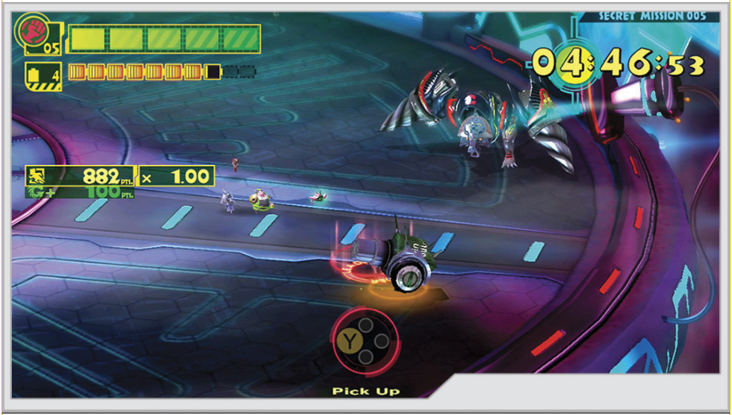
Note

Players starting out fresh on Normal Mode will find it impossible to score a Pure Platinum on this Kahkoo-regah mission. You just don't have the resources to make the Combo requirements at first. You'll have to come back after unlocking at least seven of the hidden heroes via the Bottle Cap Collection.



The Diedough-Goo is intimidating on paper, but the cannons here can make alarmingly short work of it. Try not to miss a single time with any of the weapons on hand, or you stand a good chance of missing the time requirements.

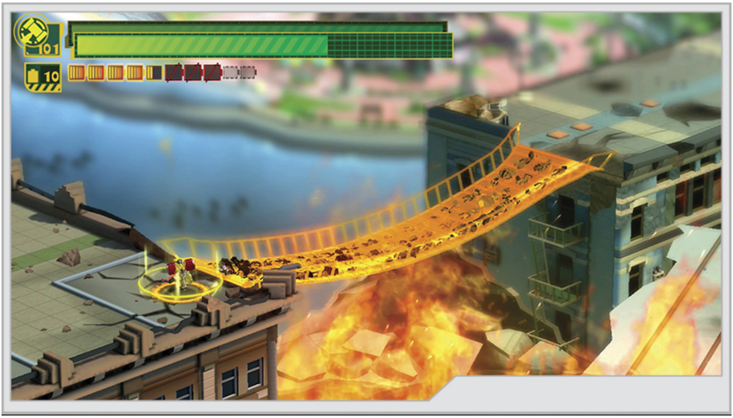
Hard and 101% Hard Mode



There's only a single enemy to contend with in this challenge that has remained fundamentally the same. However, the enemy is a Gurry Doora, and he's way faster than your small group of heroes will ever be, especially when you're wielding one of the cannons found on the battlefield. You really can't afford to miss any of your shots, but you'll almost certainly take damage if you stand your ground. Even while on the move, the Gurry Doora is a tough customer to evade.

Boost your chances for the Platinum rank by using the Hero Sense Custom Block. Whenever you're about to take damage, Hero Sense slows the world down, creating a chance to escape unfazed. This can be a very useful ability, but it consumes vast quantities of Unite Gauge, so make that slowdown count.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:50	1:00	1:20	1:40	Normal
Time	3:00	3:15	3:30	3:45	Hard
Time	3:00	3:15	3:30	3:45	101% Hard
Combo	2500	2000	1500	1000	Normal
Combo	3000	2500	2000	1500	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard



Once you've dealt with Kahkoo-Regah, return to the roof where you had the rendezvous with Wonder-Green. You need to make a bridge to cross the way to a rooftop that is closer to your target.

Mission 6

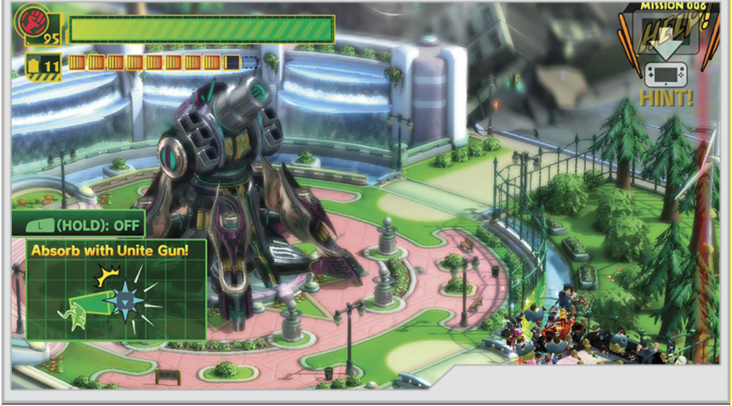
Medal Requirements

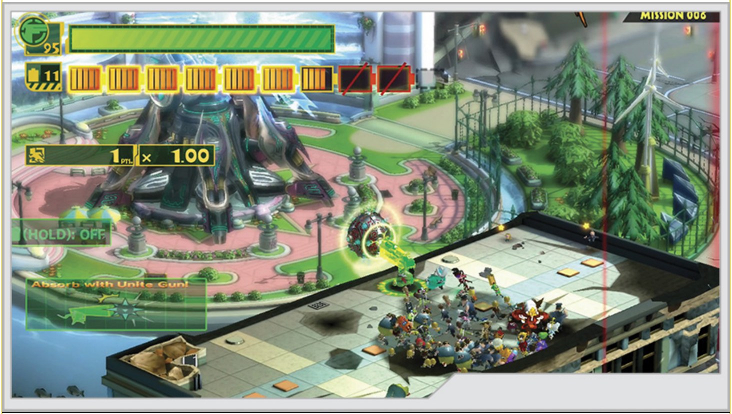
Enemies Present (Very Easy–Normal)

- Wave 1: Dough-Goo, Hoedown x2
- Wave 2: Dough-Goo, Dahkarts

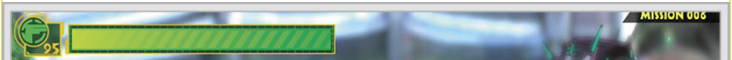
Enemies Present (Hard–101% Hard)

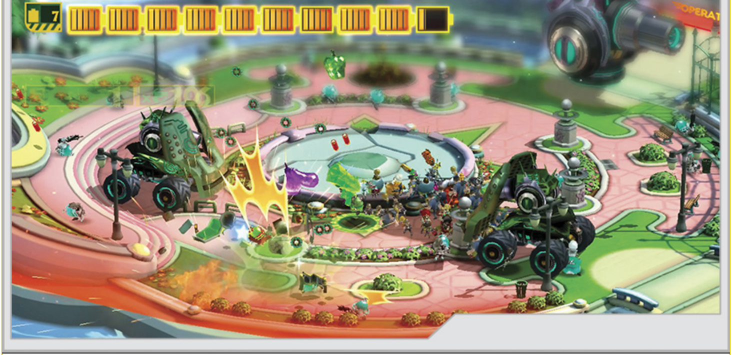
- Wave 1: Orgon x2

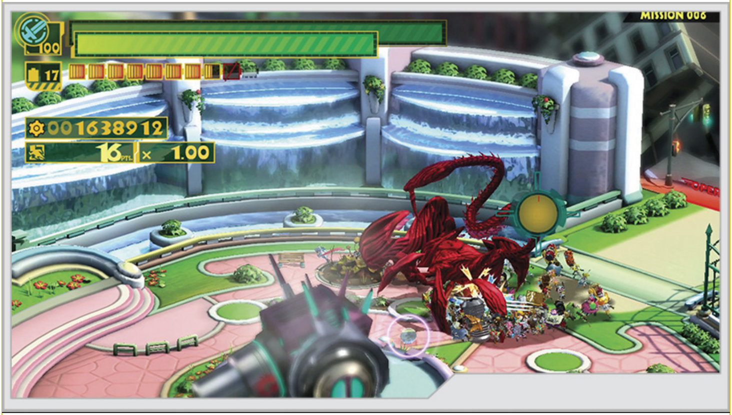




The Tiekuu needs to be taken down, and Wonder-Green's power is half of what you need. The Tiekuu is kind enough to lob several spiked spherical explosives that you can use against it with the Unite Gun. Simply create the gun, then walk into the spheres before they start their detonation sequences. Aim and fire them back at the Tiekuu. After a number of hits, the Tiekuu is history, with only its gun left behind as a reminder of its passing.

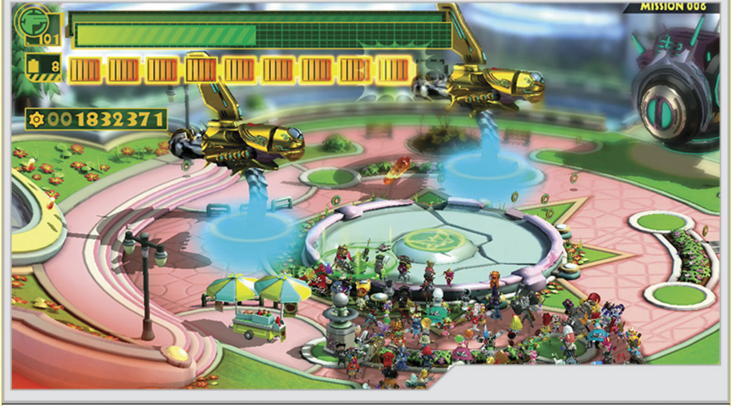






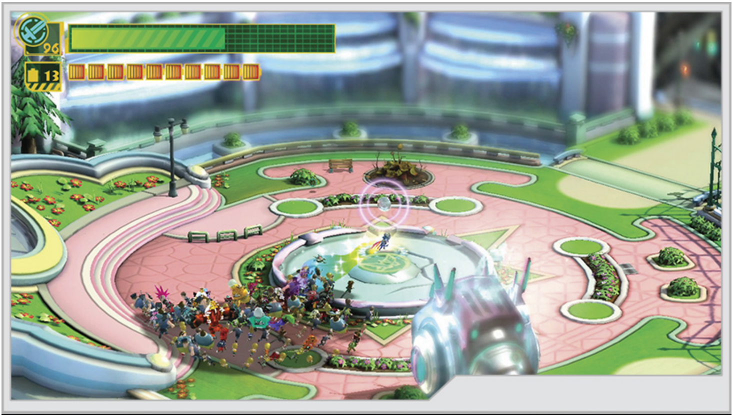
[8] Now you need to reach the courtyard the artillery once held down. Two Hoedowns and a squad of Dough-Goo confront you here, followed up by a Dahkarts. This can be a very taxing series of battles for those on a new game. However, the Tiekuu's gun can be picked up with the Wonder-Liner, and your teammates are excellent marksmen with the alien weapon. Use it to put these invaders down and end the mission!

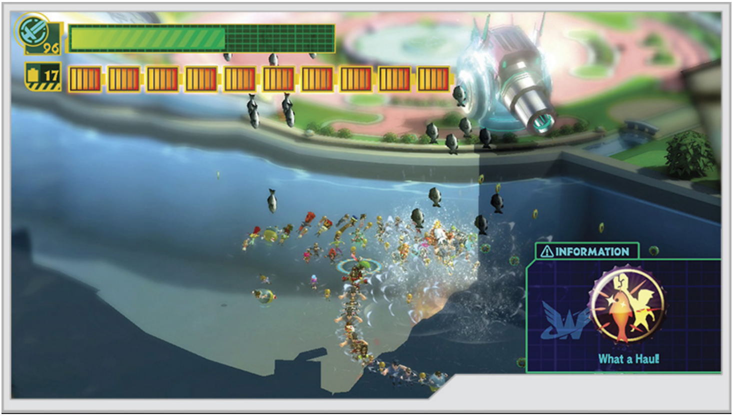
Hard and 101% Hard Mode



It will take many more explosives to destroy the Tiekuu on these difficulties, but the key difference here is that two Orgon will attack the team once it enters the courtyard the Tiekuu once protected. As with the earlier difficulties, it's possible to use the Tiekuu's gun with your teammates in order to put an early end to the Orgon. However, the Unite Whip is just as effective against them here as it is on any other difficulty setting. Before entering the courtyard, build up a maximum-strength Unite Whip, then sprint into the courtyard and rush both Orgon down before they submerge into the ground. If you're lucky, you can stun them both before they have a chance to get their attacks started. Finish them off by trapping them with Unite Bomb and wail away with extended combos and Team Attacks.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:10	2:30	2:50	3:10	Very easy
Time	2:10	2:30	2:50	3:10	Easy
Time	2:00	2:20	2:40	3:00	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	2:00	2:20	2:40	3:00	101% Hard
Combo	2500	2000	1500	1000	Very easy
Combo	3500	3000	2000	1000	Easy
Combo	4500	4000	3000	2000	Normal
Combo	4000	3000	2000	1000	Hard
Combo	5000	4000	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

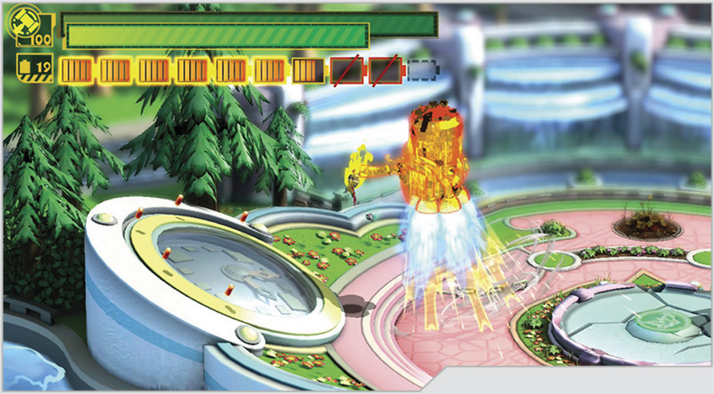


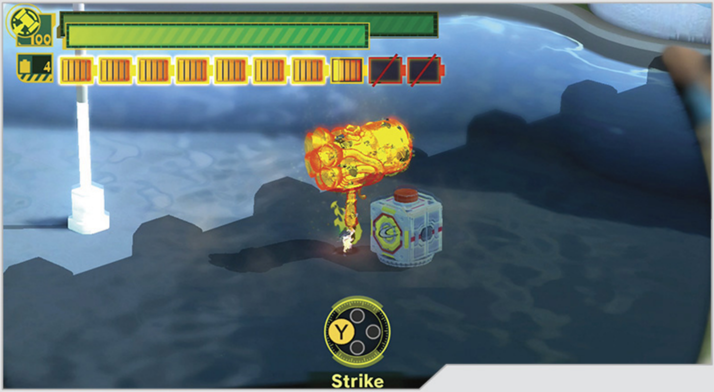


[9] At the center of the courtyard where the Tiekuu once stood, wrap a Wonder-Liner around the center circle to reveal the third Platinum Coin. Don't forget to visit the waters to capture more fish for the What a Haul! Achievement. If you've been diligent with your fishing duties earlier in the operation, the small lake here should finally complete it. Before you leave the area, take the giant gun with you, if it's still available.

Tip

You'll Be Back





Unfortunately, you need Wonder-Yellow's power before you can say you've found all there is to find in this part of the operation. First, there is the clock at the courtyard [10]. Hammering the center of it reveals a hidden item. When you return with Wonder-Yellow, an appropriately themed supply box containing a Hero Heart Fragment appears in the lake [11].

Mission 7

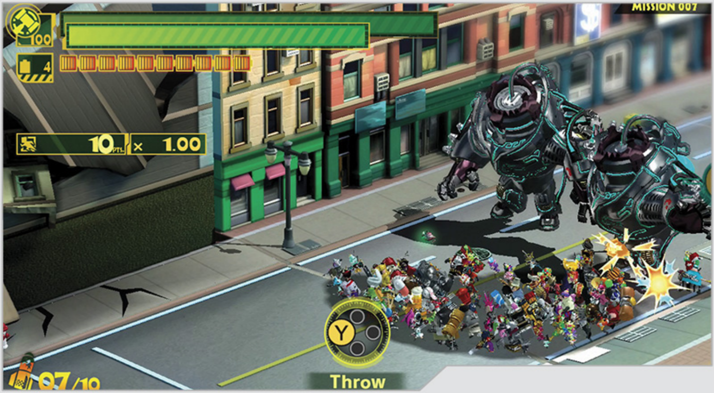
Medal Requirements

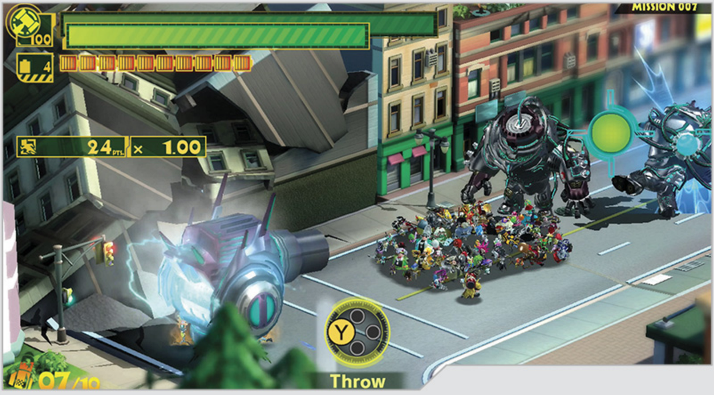
Enemies Present (Very Easy–Normal)

- Wave 1: 2 x Diedough-Goo

Enemies Present (Hard–101% Hard)

- Wave 1: Diedough-Goo x2
- Wave 2: Diedough-Goo x2

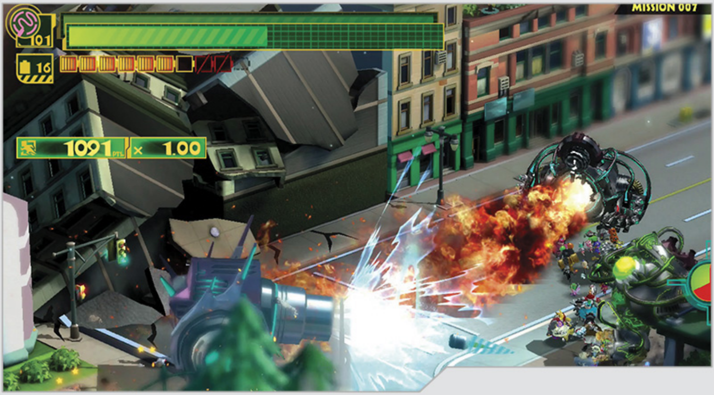




As soon as you enter the battle zone, two Diedough-Goo come after you. If you followed our previous advice, you have that giant artillery cannon. To say that it makes short work of these two mechs is an understatement: The author record for Normal difficulty is six seconds with a Pure Platinum rating.

If for some reason the cannon isn't available, you definitely have your work cut out for you. Unite Hand is your primary damage dealer, but having two of these in close proximity will be a challenge. Abuse the Wonder-Liner slowdown to position yourself for maximum damage...but if you're playing on 101% difficulty, you don't even have that going for you. Get your licks in when you can, but until at least one of the Diedough-Goos is down, you're in for a protracted battle.

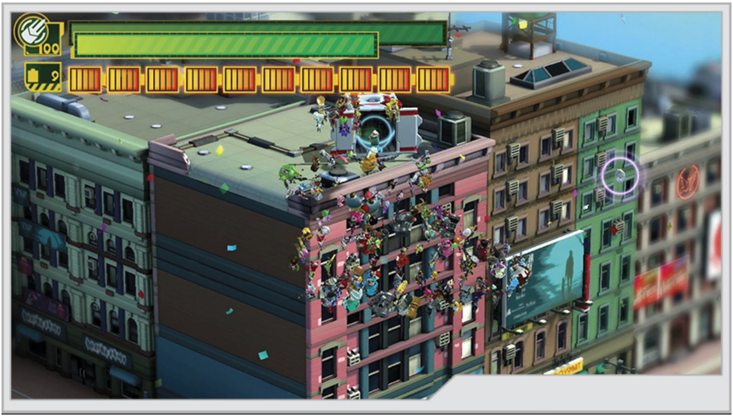
Hard and 101% Hard Mode



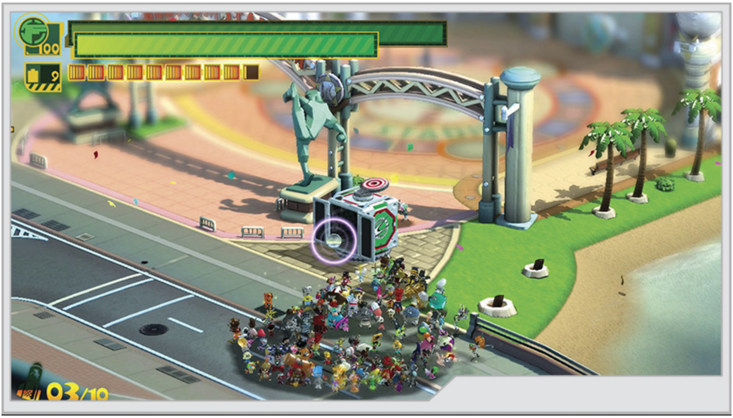
With the Tiekuu's cannon, even on the high difficulties the Diedough-Goo rapidly get slagged. Try to give your gunners room to work with, because these Diedough-Goos can survive a couple more shots than their lower-difficulty cousins. There are two waves of two Diedough-Goos apiece.

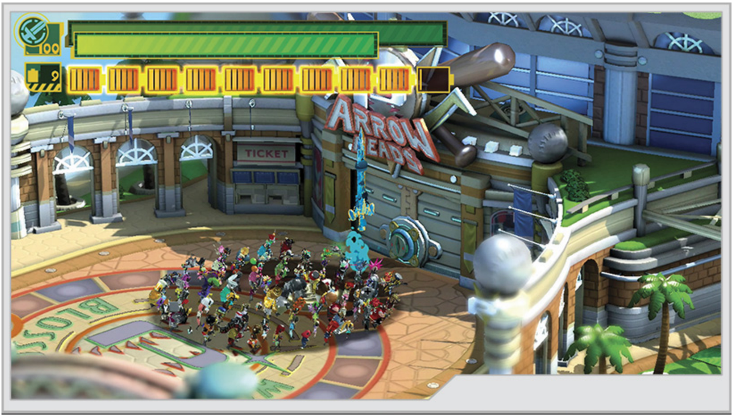
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:45	1:50	1:55	2:00	Very easy
Time	1:45	1:50	1:55	2:00	Easy
Time	1:45	1:50	1:55	2:00	Normal
Time	1:45	1:50	1:55	2:00	Hard
Time	1:45	1:50	1:55	2:00	101% Hard
Combo	2000	1500	1000	500	Very easy
Combo	2500	2000	1500	1000	Easy
Combo	3000	2500	2000	1500	Normal
Combo	4000	3500	2500	1500	Hard

Combo	5000	4500	3500	2500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



[12] As you progress down the street, check the buildings on the left as you reach the intersection. Use a Unite Build ladder to climb the white building directly behind where the Diedough-Goos spawned; you'll find some additional civilians to rescue. You can find the fourth Platinum Coin on the wall of a nearby building several floors up. Next to it, there's a window to Wonder-Liner into for Wonderful File No. 17.

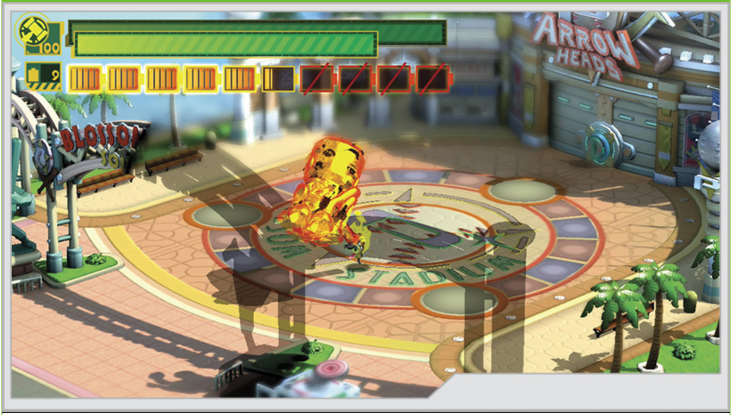




The front entrance to the stadium has plenty of civilians to rescue and some collectibles. A green supply box contains the last Platinum Coin on the right side of the courtyard entrance [13]. Just in front of the stadium entrance, Wonder-Kabuki is waiting to join the team [14]. To get inside the stadium proper, you need to use Unite Sword to unlock the door.

Tip

You'll Be Back



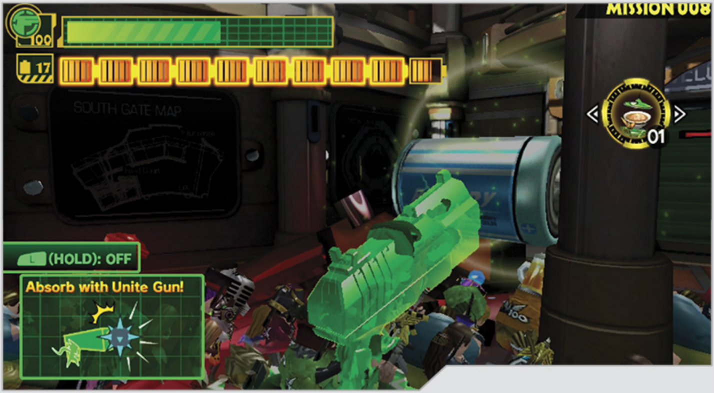
The Blossom Stadium logo on the ground in front of the main entrance has three distinct circles that you can smack with the Unite Hammer for some items.

Mission 8

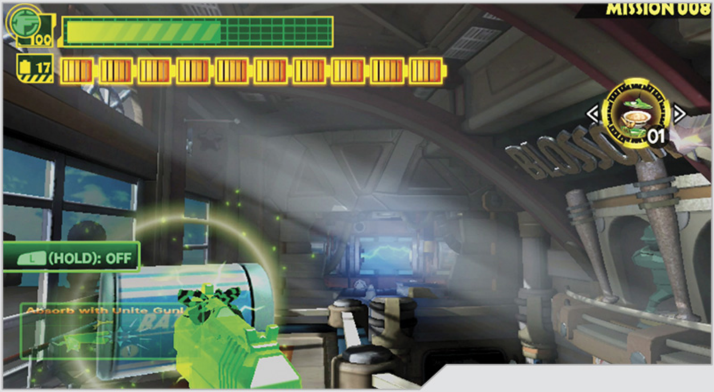
Medal Requirements

Enemies Present (All Difficulties)

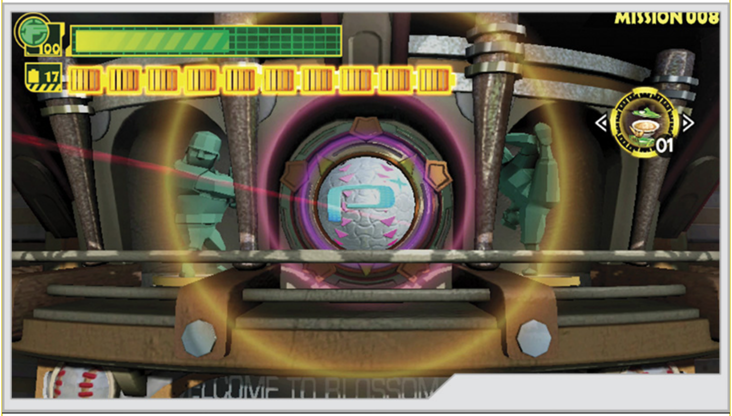
- None

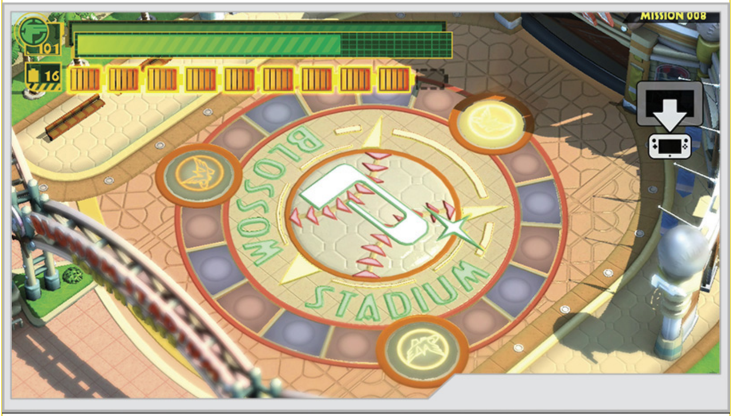


Once inside the stadium, you have to control the action with the GamePad. Wonder-Green is the man for this assignment, so switch to him right away, as you're on a strict time limit. From where you enter the building, use Unite Gun to pick up a large battery, then head up the stairs on the right side of the room. Avoid walking into any flames on the ground; it'd be a silly way to lose the Pure Platinum rank.



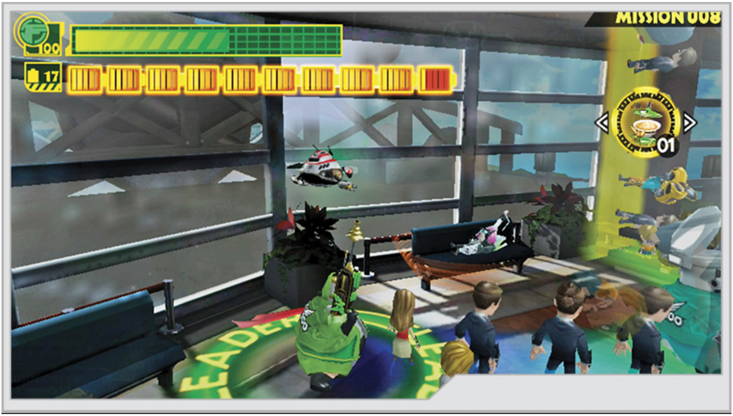
When you reach the top of the stairs, follow the walkway to its end. Face the camera in the direction you're going to see where you need to launch the battery. You can't afford to miss if you're shooting for the Pure Platinum.

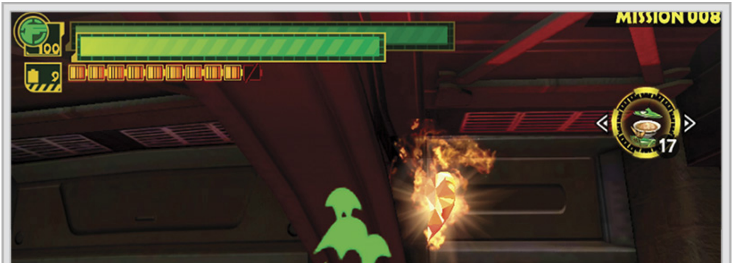


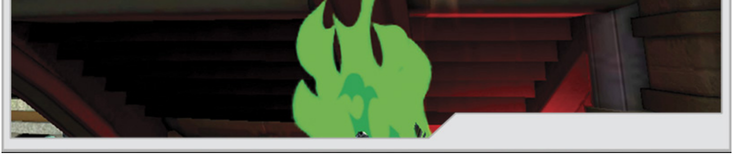


A Platinum Baseball logo inside the stadium above the exit lights up. Outside of the stadium, the circular logo begins to light up in sequence. You need to shoot the baseball with Unite Gun whenever one of the three circle-shaped lights is indicated. After the first and second shots, the light sequence speeds up. Every time you shoot at the baseball while the correct light isn't lit up, you will take damage. Shoot the baseball three times for the three lights in the sequence outside, and you'll complete the mission! Step onto the baseball field to move on.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:10	1:50	2:30	3:00	Very easy
Time	0:50	1:10	1:50	2:30	Easy
Time	0:40	1:00	1:30	2:00	Normal
Time	0:35	0:45	0:55	1:20	Hard
Time	0:30	0:35	0:45	1:00	101% Hard
Damage	0	100	200	300	Very easy
Damage	0	100	200	300	Easy
Damage	0	100	200	300	Normal
Damage	0	100	200	300	Hard
Damage	0	100	200	300	101% Hard



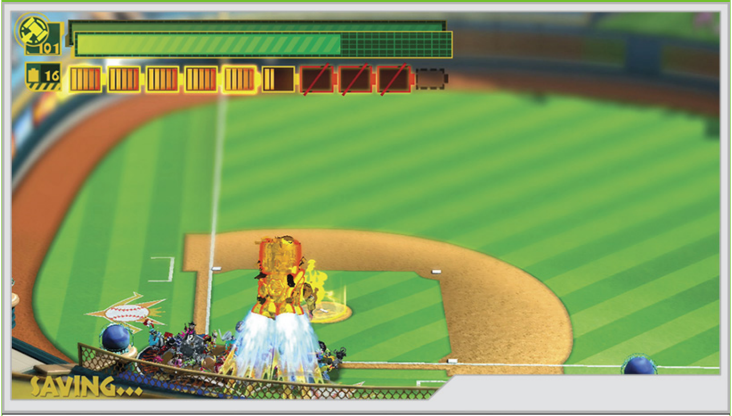




Inside the stadium, you can locate Wonder-Science lying on a bench on the second floor [15], just after you shoot the battery into its slot. There is also a Hero Heart Fragment in the rafters over the stairs [16]. A double-jump should help you reach it.

Tip

You'll Be Back



Once you actually enter the baseball field, you can pound on the pitcher's mound with the Unite Hammer for another hidden item.

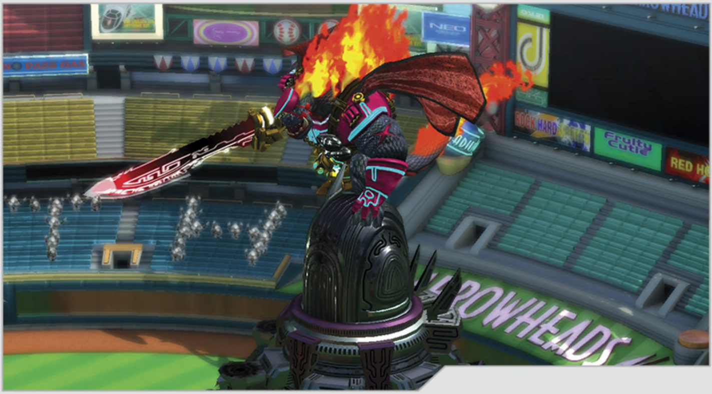
Mission 9

Medal Requirements

Enemies Present (All Difficulties)

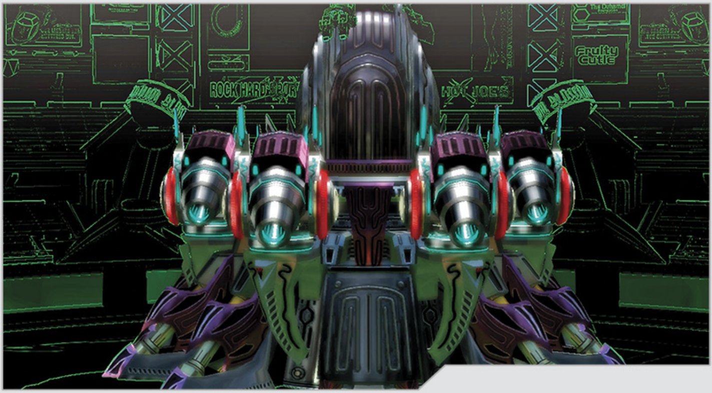
- Wave 1: Dough-Goo, Chew Dough-Goo, Laambo, Die-Tiekuu

GEATHJERK Encounter: Laambo

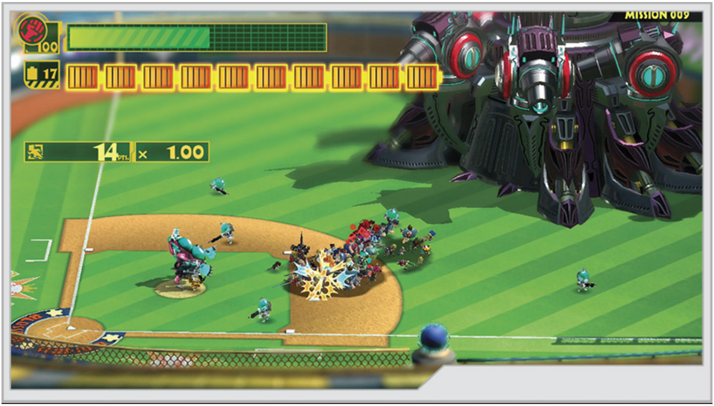


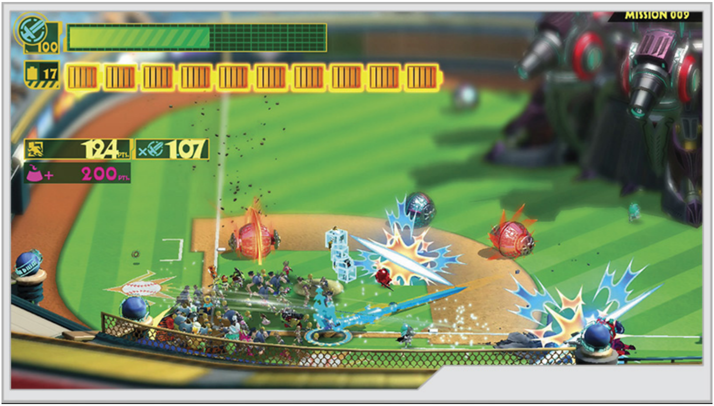
A Sixth-Class Officer and GEATHJERK veteran of Earth Defense War 2, Laambo is boisterous, overconfident, and brutal. He is a memorable sight to humans who survived their encounters with him. Leading a portion of the vanguard that has struck Earth, Laambo is an extremely powerful and dangerous opponent. His Dechno-Bo has claimed the lives of many a brave defender and helpless innocent alike, and he is more than willing to brag about this.

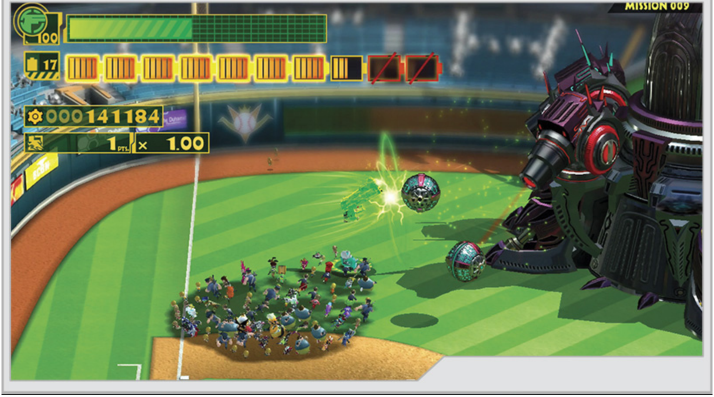
GEATHJERK Encounter: Die-Tiekuu



A significant enhancement over the standard Tiekuu, this artillery piece is the one that is threatening the Virgin Victory and must be destroyed immediately! You first need to eliminate the significant defenses around the base of the unit before you can finally start doing real damage to its main guns. However, the Die-Tiekuu appears to be enveloped by an anti-intruder electro-kill field that activates whenever unauthorized personnel stray too close to the machine!

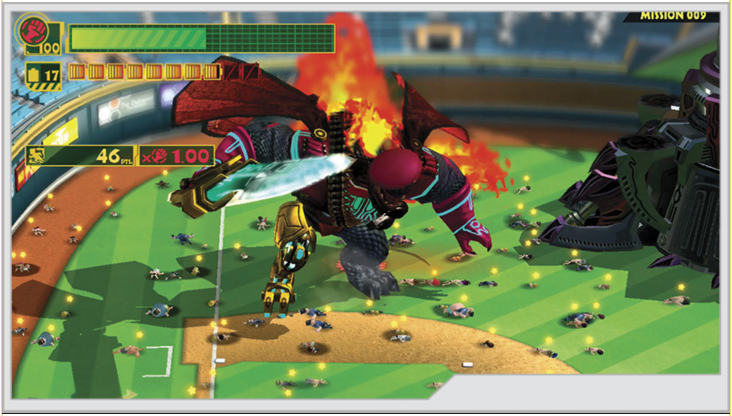


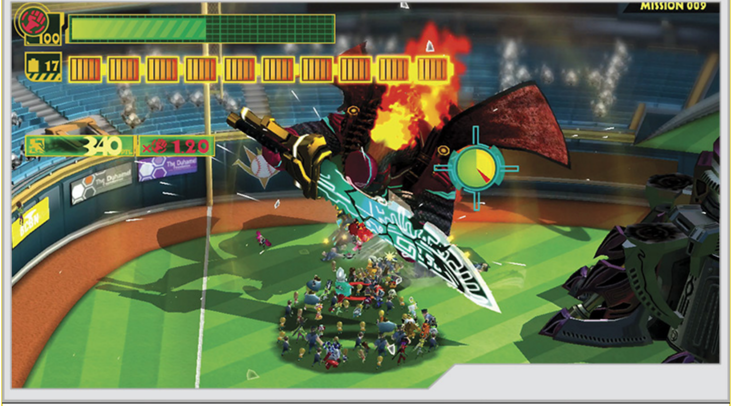




The first phase of this battle is actually quite simple. The turrets around the Die-Tiekuu will fire cannon shots onto the field. These can be recovered with Unite Gun (and on later playthroughs, Unite Whip) and shot back at the turrets for heavy damage. Any shells fired directly at the field can be reflected with Unite Guts. It is possible to use melee attacks on the turrets. A fully powered Unite Hand using Wonderful Stinger and Wonderful Rising can strip huge chunks of life off the turrets, but you risk eating a cannon shot point-blank. There's also the electrical field that Die-Tiekuu starts to generate if you stay too close to it during the battle.

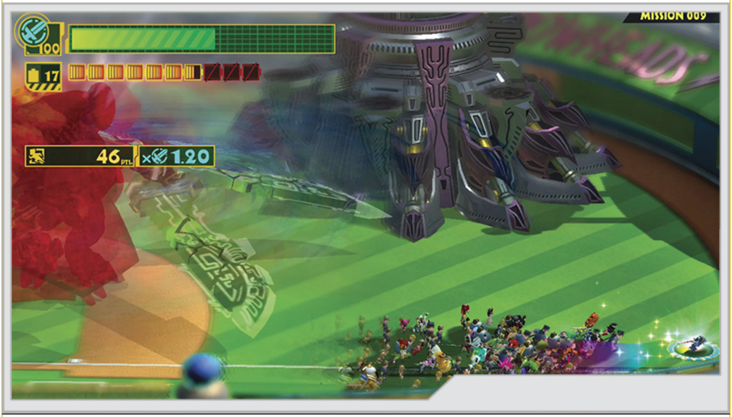
Complicating matters is the fairly constant presence of Chew Dough-Goo and Dough-Goo. They will keep teleporting onto the field until you defeat the Die-Tiekuu. If you're playing the ranged game, constantly check your surroundings to make sure you're not about to get blindsided by the small fry. The good news is that Unite Guts can keep you mostly safe from their antics so long as you're ready to react in time.

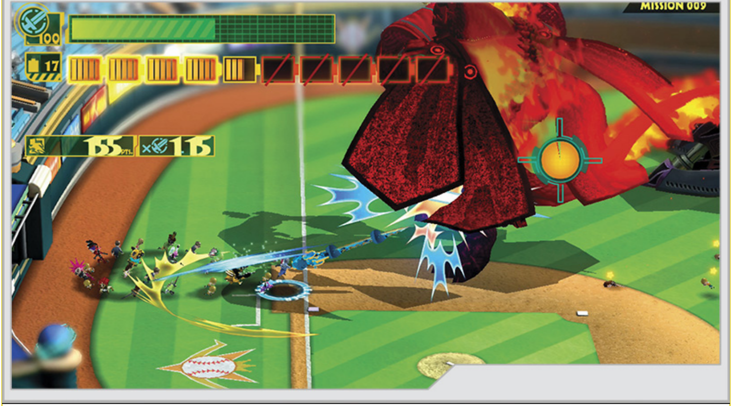




Once you wipe out the turrets around the Die-Tiekuu, Laambo drops onto the field to introduce a world of hurt. While generally a slow, lumbering target, Laambo is supremely skilled and dangerous with his Dechno-Bo. Unite Guts cannot block any strikes from that weapon. At all. Don't even try it. Scary as it might sound, you generally want to stick close to him and go nuts with combos of Unite Sword and Unite Hand. Unite Gun might have some applications, but only during portions of the fight where you can't get close.

Unite Guts isn't entirely useless during this fight, but new players will have difficulty reacting to the attacks that can be stopped by it. Attacks using Laambo's free hand can be reflected, but they generally come so fast that they can beat Unite Guts before it's even properly formed.





When Laambo draws his weapon back as though he's about to take a huge swing, fall back immediately! He will start spinning and cover a ridiculous portion of the field with the Dechno-Bo as he whirls around. Wait for him to stop spinning and don't let yourself get cornered by him while he is. You can resume the offensive once he comes to a halt. Also, be aware of your position at all times during this phase, as the Die-Tiekuu's electrical field is still a factor in this fight! Also, if Laambo still has the Dechno-Bo intact and he jumps into the air, that's another cue to be anywhere else but where he's going to land.

One trick to always attempt is to get Laambo "stuck" defending from your constant frontal assault. He will block most attacks to his face with the Dechno-Bo, which can eventually break and can stun him. However, if you trigger several Unite Sword attacks, then flank him with Unite Hand from the rear; you can deal heavy damage while he's busy stopping the sword strikes. If you manage the stun, pile on the Team Attacks, then beat the stuffing out of Laambo with the biggest Unite Hand you can summon. If you have the Wonderful Rising for the Unite Sword or Unite Hand, you can launch Laambo while he's stunned and set up some very punishing combos.

While active, Laambo easily shrugs off any Wonderful Ones involved with Team Attacks, so using them might seem futile given how fast he shakes them loose. However, you can get some additional damage out of it between combos, particularly if you're running low on Unite Gauge and need a way to recharge.

Lastly, Wonder-Blue might shout "Hey!" and appear onscreen. This is your chance to switch to Unite Sword and clash with the Dechno-Bo. If you win the ensuing clash, you can cause heavy damage to the monster, but setting this up can be very tough. Not only do you need the weapon out and ready, but you need to attack at the oncoming Dechno-Bo to even initiate this clash.

This can be a very brutal fight to new players, but everything Laambo does is telegraphed and can be avoided. Zoom the camera out as far as it can go while fighting Laambo, so that you're able to see what he's going to do and react accordingly. Once you drop his health bar into the yellow, Laambo retreats to tend to some urgent business. It's time to finish off the Die-Tiekuu.

Tip

You'll Be Back

Players returning with Wonder-Black's Unite Bomb can fillet poor Laambo with incredible speed. The time-dilation effect enhances whatever damage you're doing to him. You also can essentially keep him permanently on the defensive with Wonder-White's Unite Claw, at least until the Dechno-Bo breaks.

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SHIROGANE DRIVE LEVEL UP!

RANK UP!

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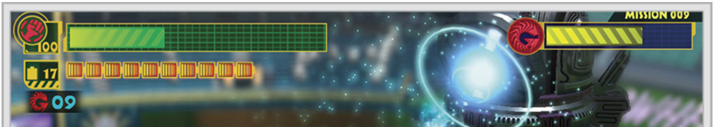
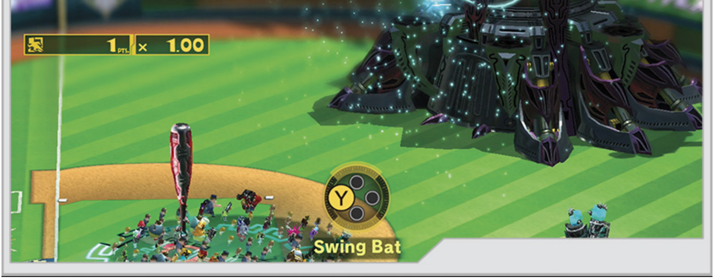




The Die-Tiekuu unleashes a huge artillery barrage onto the field. Concentrate on keeping yourself out of the line of fire. Holding down the Sprint button will keep you moving and gather the team around you, which can help absorb the blast waves of near misses. After this barrage, a Chew Dough-Goo emerges from the Die-Tiekuu, armed with a GEATHJERK Baseball Bat. Deal with that Chew Dough-Goo and take the bat for yourself, and try to avoid letting it summon in any Dough-Goo while you're at it.

The final battle consists of you standing your ground while the Die-Tiekuu uses an elaborate targeting laser to telegraph the massive spiked shell he's going to fire directly at you. You must swing just before impact to reflect the shell back at the Die-Tiekuu. If there are still Dough-Goo in the area, deal with them by sending out Unite Sword to protect your flanks while you take on the Die-Tiekuu's shots. It is possible to reflect the shots while on the move, but it's a lot easier to stand your ground as far away as possible so you have the most time to react. After enough home runs, Die-Tiekuu dies a much deserved death, and this chapter is over!

Tip

Batting a Thousand!

This achievement requires you to hit back every cannon shot fired by the Die-Tiekuu. You can't miss even one, which is why we suggest holding your ground.

Hard and 101% Hard Mode

There isn't much that is significantly different about this battle on higher difficulties beyond the increased health of all the enemies involved. That said, be especially careful when handling Laambo. Try to control him with Unite Bomb while keeping up the pressure on his flanks with Team Attack and Unite Morph combos. So long as you use the smallest Unite Bombs possible, you can actually keep him controlled while savaging him with near impunity and regenerating enough Unite Gauge to keep him slowed down with even more Unite Bombs. He's still capable of hurting you grievously even while slowed down, so don't forget to play defense when necessary.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	4:00	4:30	5:00	6:00	Very easy
Time	4:00	4:30	5:00	6:00	Easy
Time	3:50	4:10	4:30	5:00	Normal
Time	3:40	3:50	4:20	5:00	Hard
Time	3:40	3:50	4:20	5:00	101% Hard
Combo	4000	3000	2000	1000	Very easy
Combo	5000	4000	3000	2000	Easy
Combo	6000	5000	4000	3000	Normal
Combo	8000	7000	6000	5000	Hard
Combo	10000	8000	6000	4000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Operation 001-C

Welcome to your first proper boss battle in The Wonderful 101! Utilizing a combination of intense quicktime events and the sort of blistering challenge fans have come to expect from PlatinumGames, every boss chapter in the game will be a wild ride. Some things to remember during these encounters:

- You start the Boss Battle chapters only with the permanent members of your team. Some battles send reinforcements you can easily recruit during the heat of combat. This is not always the case.

- You start many boss battles with a limited Unite Gauge. When Wonder-Red engages Unlimited Form, the gauge is maxed out. However, after this first boss battle, there is often an extended sequence of events and combat that lead up to Unlimited Form being used, so be ready to fight with this limitation in mind.

- Boss battles are long, and these entire chapters count as a single mission. Even if you skip all the cutscenes, you can expect multiple phases of every fight, and every phase counts toward your final rating of the chapter. This means that to meet the requirements for the Pure Platinum, you must perform at your best for an extended period of time without failing any quicktime events, avoid getting hit, and be on-point with every opportunity to attack the boss.

- Outside of random factors during actual combat, the boss battles will play out more or less the same every time, on every difficulty. Obviously you'll have to work a lot harder on Hard or 101% mode to succeed, but you can take all that you learn on the lower difficulty settings and apply it to higher ones. Certain counterattacks that would take a third of a life bar off a boss on Normal might only do a quarter of a life bar on higher difficulties.

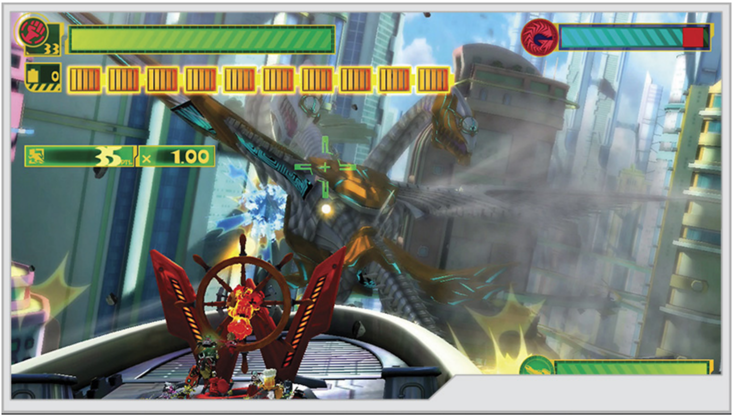
Medal Requirements

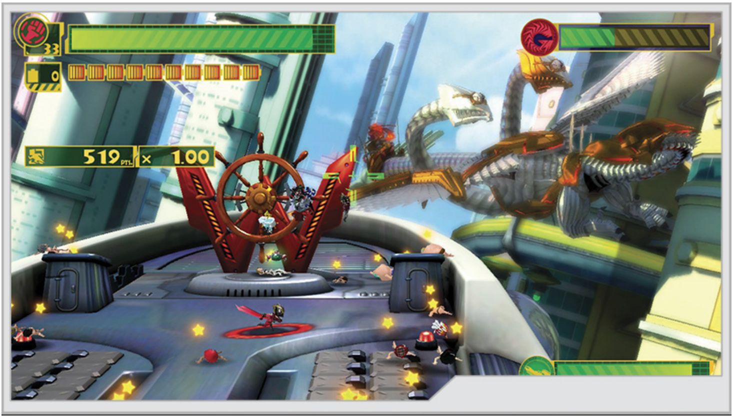
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	13:00	13:30	14:30	16:00	Very easy
Time	12:00	12:30	13:30	15:00	Easy
Time	9:00	9:30	10:30	12:00	Normal
Time	8:30	9:00	9:30	10:00	Hard
Time	8:30	9:00	9:30	10:00	101% Hard
Combo	13000	12500	12000	11000	Very easy
Combo	14000	13000	12000	11000	Easy
Combo	16000	15000	14000	13000	Normal
Combo	18000	17000	16000	15000	Hard
Combo	20000	19000	18000	17000	101% Hard
Damage	0	1000	2000	4000	Very easy
Damage	0	1000	2000	4000	Easy
Damage	0	1000	2000	4000	Normal
Damage	0	2000	4000	8000	Hard
Damage	0	2000	4000	8000	101% Hard

GEATHJERK Encounter: Diekuu Ohrowchee

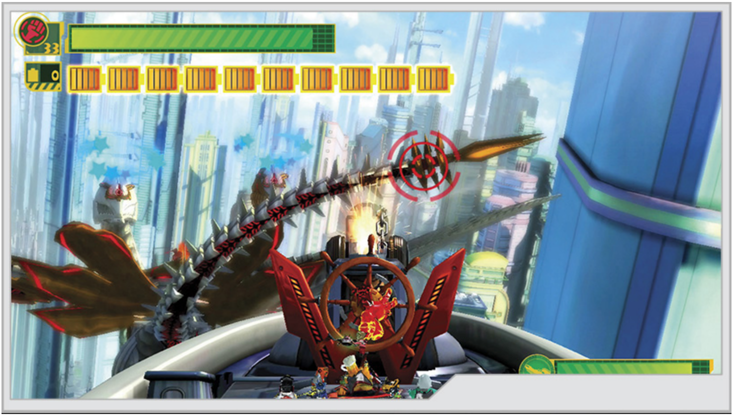
Laambo's personal chariot, the Ohrowchee is an extremely capable machine and is currently carrying a Super Reactor, which is the linchpin of Earth's defense, in its jaws. If humanity is to stand a chance against GEATHJERK, you must take Ohrowchee down! Expect the dragon to be bristling with firepower, all of which its pilot has plenty of experience handling. You'll have to tear it apart piece by piece up close.

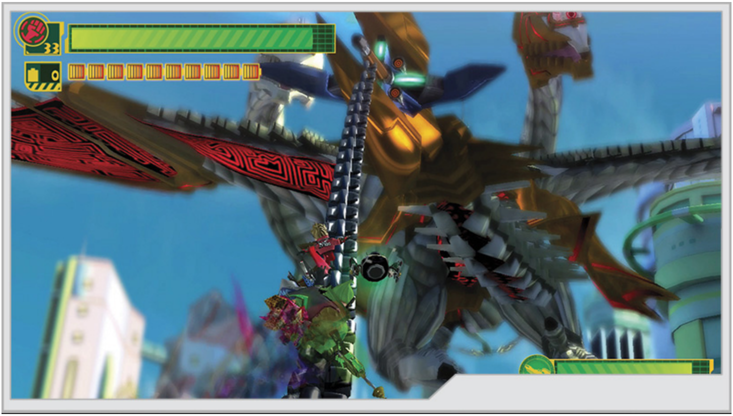
Phase One





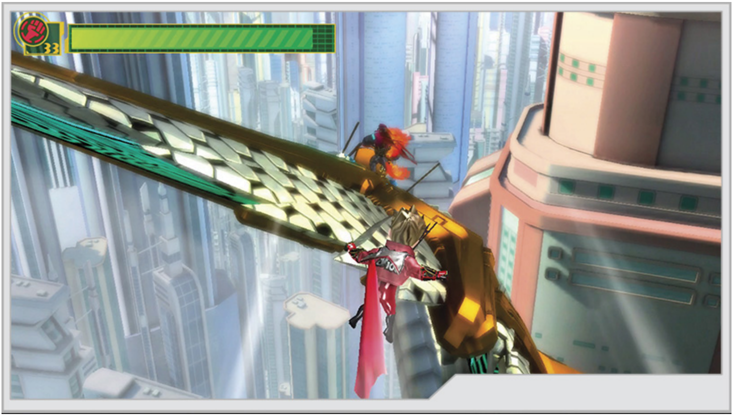
The battle begins with you on the deck of the Virgin Victory. With Unite Hand, grab the ship's wheel to take control and give chase to Ohrowchee. You have to steer the Virgin Victory around any obstacles and avoid taking damage to the ship or yourself from Ohrowchee's attacks. At the same time, you must use the ship's cannons to pummel the flying mech and shoot down any attacks it fires or any debris created from the buildings it crashes through. You can also speed the ship up to get close to the target and ensure your shots hit, but this gives you less time to react to any potential incoming damage.

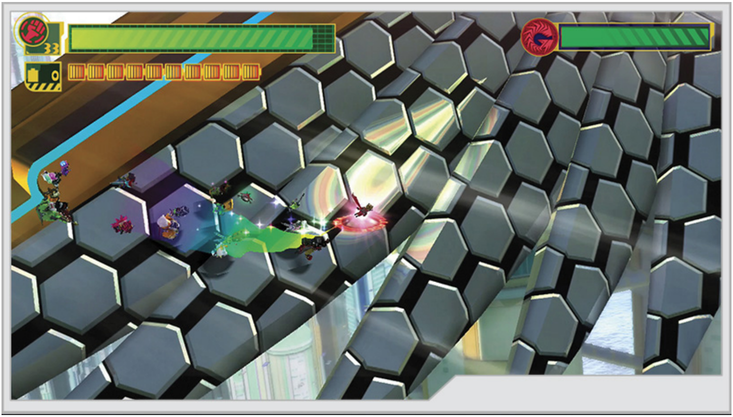




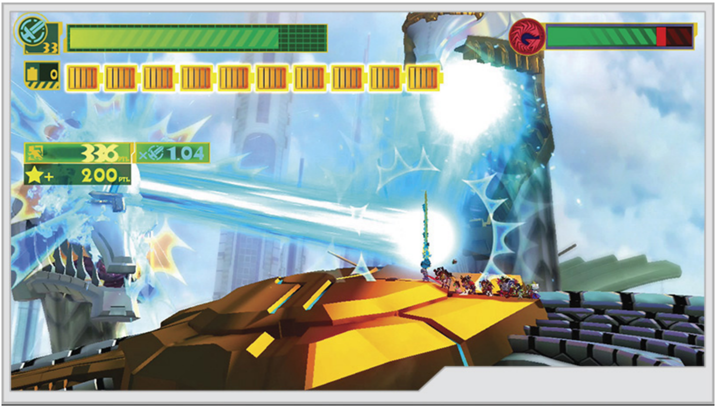
Eventually, you deal enough damage to Ohrowchee that you are prompted to aim and fire the ship's anchor at its tail so you can board it. Make sure the ship is properly aimed at the indicated target before you fire to avoid wasting time. When the reticle turns green, you're good to go!

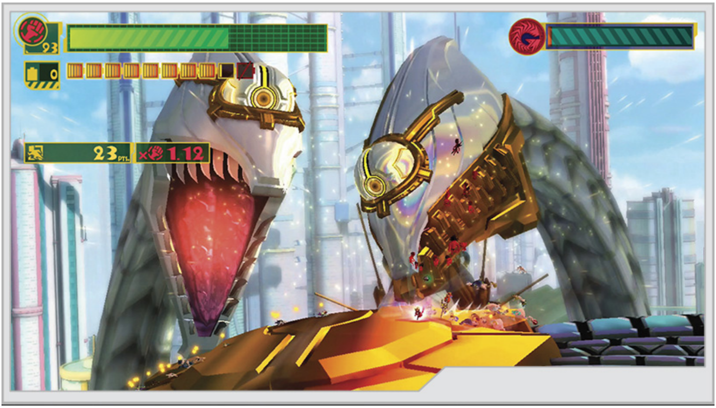
Phase Two

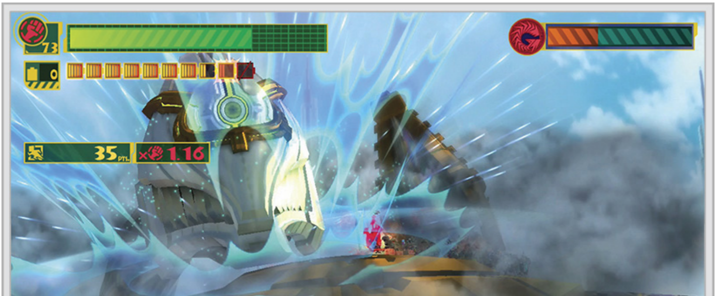


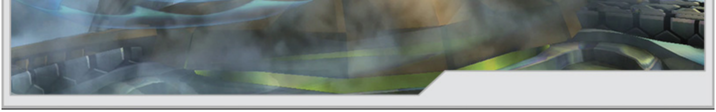


As you reach the tail, Ohrowchee flings you toward its wings. Complete the Unite Hand quicktime event to cling to the monster, then head across the wing to reach its back. Watch for blue lights on the wing to indicate the arrival of spikes that can damage you during your run, and double-jump over them.



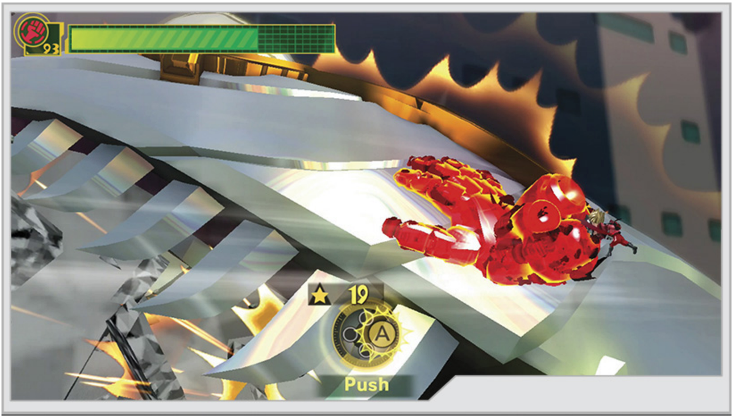


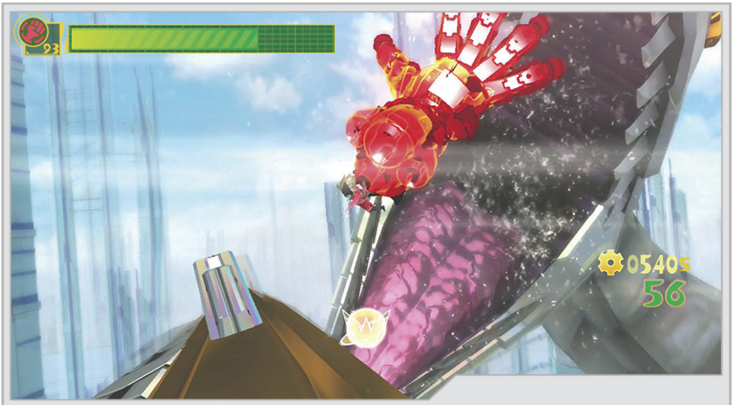




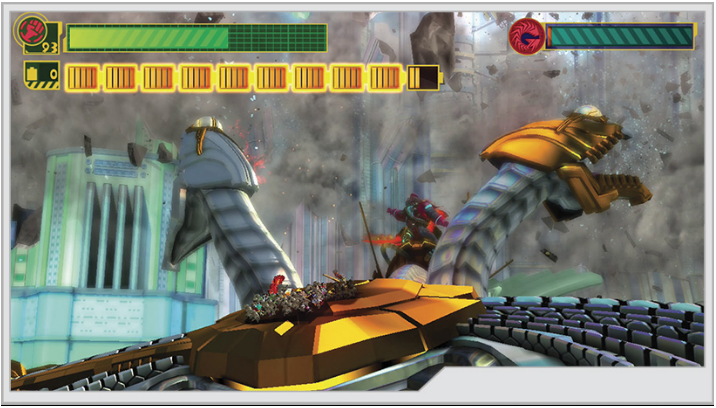
Now the fight truly begins! Two of Ohrowchee's heads will engage you as you reach the back. They are capable of using fireballs and beam attacks, both of which can be defended against with Unite Hand and Unite Sword, respectively. It's especially important to use Unite Sword against the beam attack, as you will deflect the shot toward the other head to cause heavy damage. In addition to fire and laser breath, Ohrowchee can spit blue slime balls, but you can hack these apart with Unite Sword. If you work fast, you might not see this attack often.

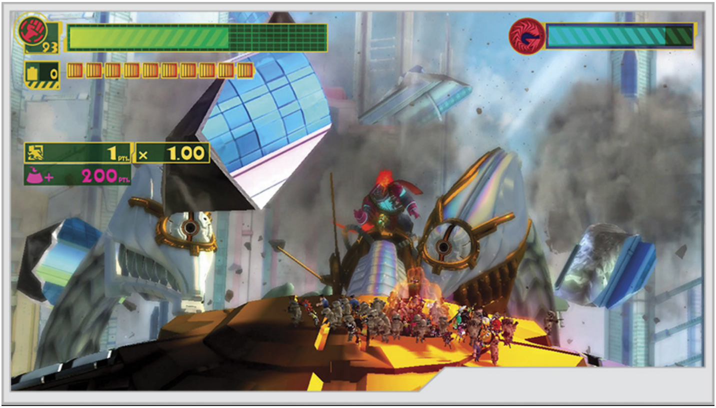
The heads will also try to crush you, but you can stop this with Unite Guts. However, it won't stop their rapid, alternating bite attacks, so fall back to safety the moment you see both heads move toward your position with their mouths open. As the fight progresses and you deal damage, Ohrowchee's heads will cough up Gatcha balls that contain captured civilians to add to your team. Recruit them as quickly as possible.

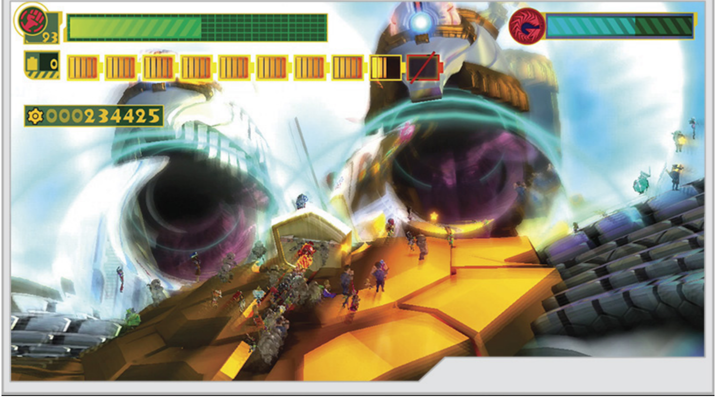




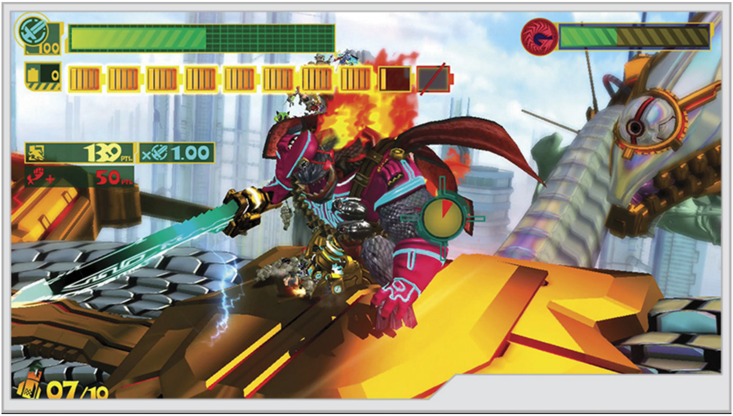
Deal enough damage, and Ohrowchee tries to fling you into the air in hopes of putting a swift end to the fight. A Unite Hand event will trigger, and if you succeed, you deal extra damage to Ohrowchee.

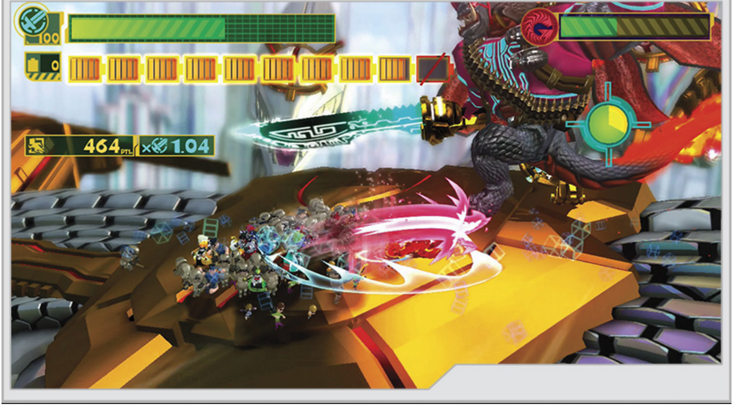




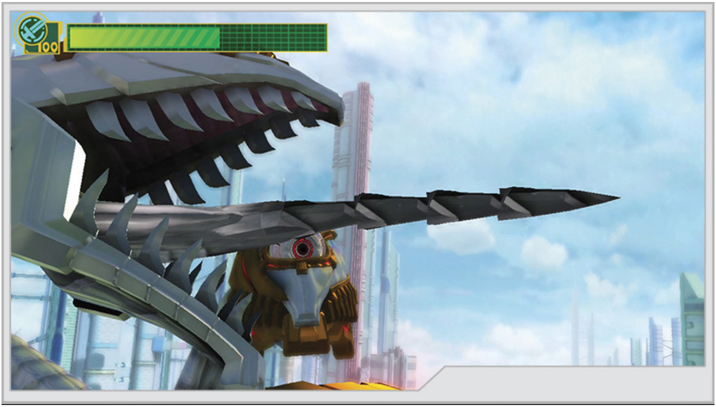


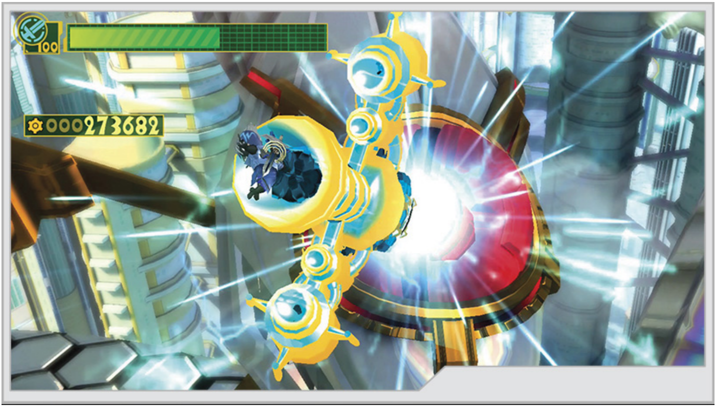
Eventually, the two Ohrowchee heads will destroy a series of buildings, trying to crush you with falling debris. The chunks of masonry can be reflected at the heads with Unite Guts, but the timing is fairly tight. Eventually, a large shield falls onto their back. You must pick it up to defend against the incoming sound blast the heads will try to set up. Successfully defending against the sound blast with the shield deals heavy damage to Ohrowchee.

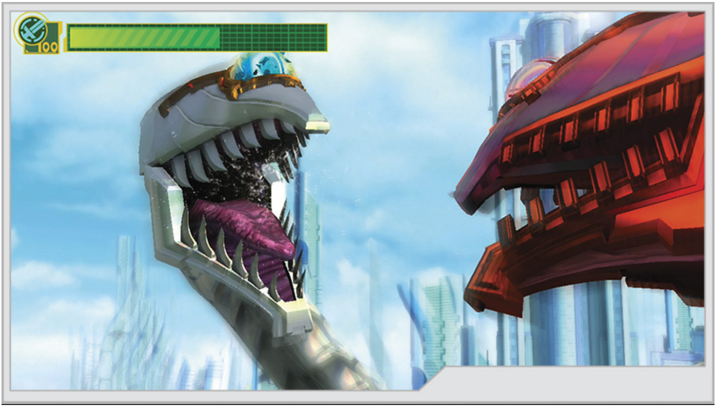




After significant damage to Ohrowchee has occurred, Laambo leaps into the fray. You've already fought him once, and the same strategies still apply. This time you have a bit more open space to work with, and there's no threat of an electric barrier to run into. Work him down as quickly as you can, preferably by stunning him through breaking the Dechno-Bo. His part of the fight can be either the shortest or the longest, depending on how you fare fighting him.

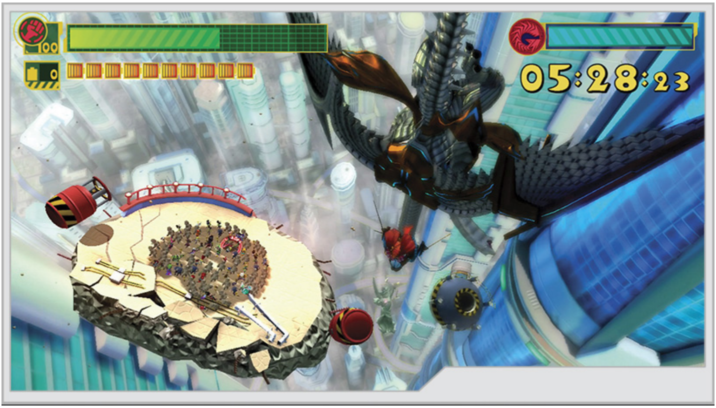


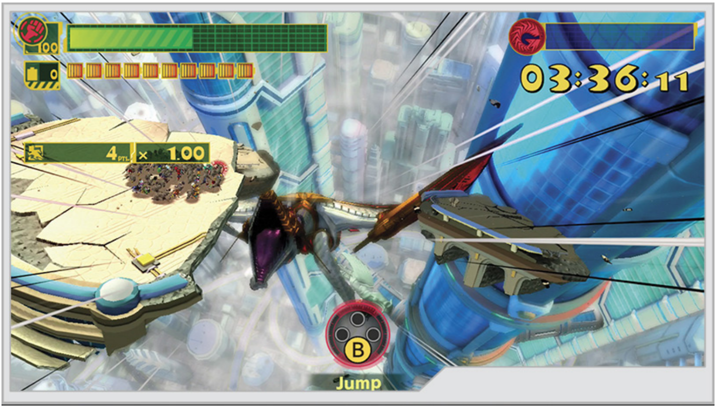


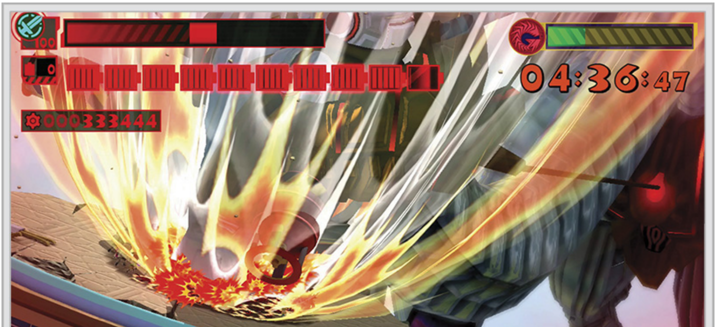


As you get Ohrowchee lower on health, eventually one of the heads will try to spear your team with its tongue, triggering a Unite Sword event. This disables the head, allowing you to Unite Build a new eye for it and take command of that head for yourself! Work quickly on the Unite Build, as the other head will try to blast you with its laser breath. Once the disabled head is under you command, complete the event to relieve Ohrowchee of its other head.

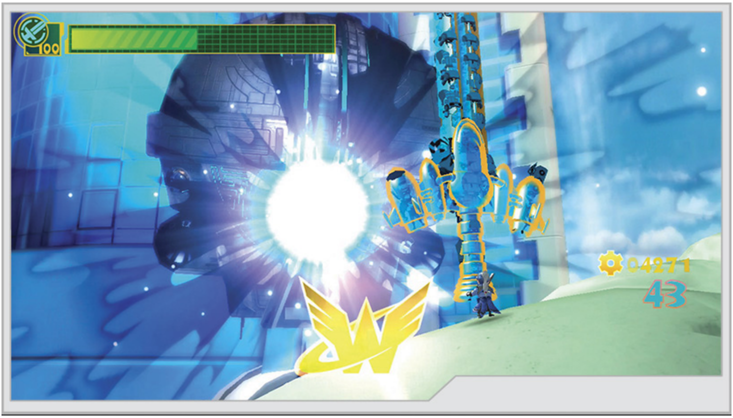
Phase Three

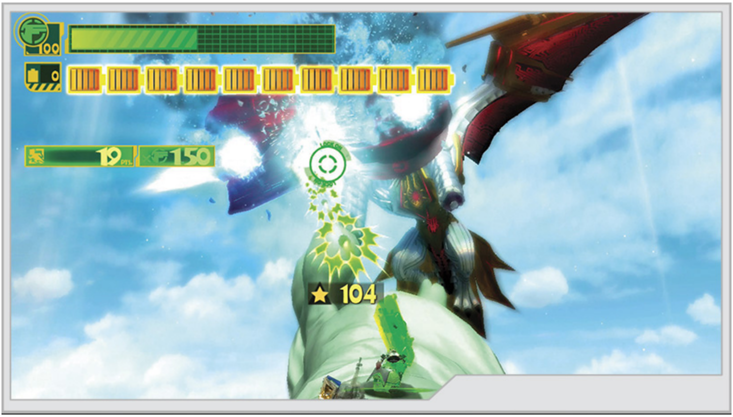






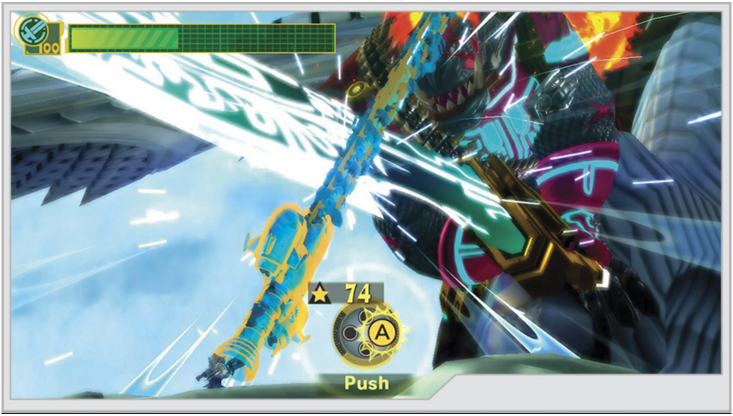
After a series of events, you're now falling toward the ground, chasing after the Goddess of Blossoms. You have less than six minutes before impact. With Unite Hand, toss the nearby explosive canisters at Ohrowchee: They will home in on it regardless of your aim. Occasionally, Ohrowchee will rise up to blast at you with beam breath, so defend with Unite Sword. It'll also try to smash you with its remaining chin, so be ready to Unite Guts if you have 50 or more heroes ready to go. You'll also be prompted to jump from platform to platform, as Ohrowchee will try to destroy your footing to damage you. Just keep chucking the explosives at Ohrowchee until you're prompted to leap across multiple platforms consecutively, eventually arriving at the Goddess statue.

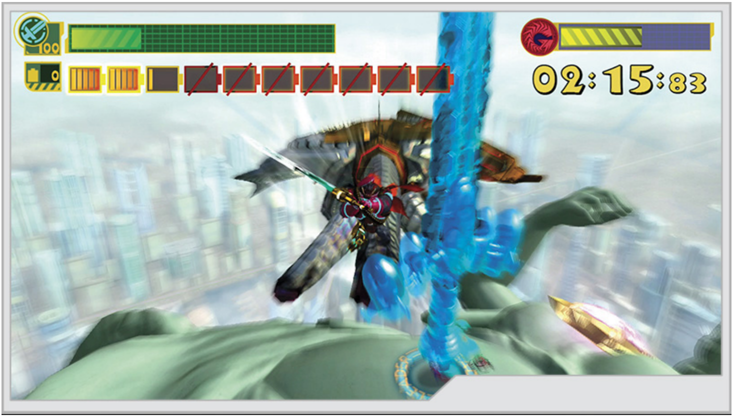




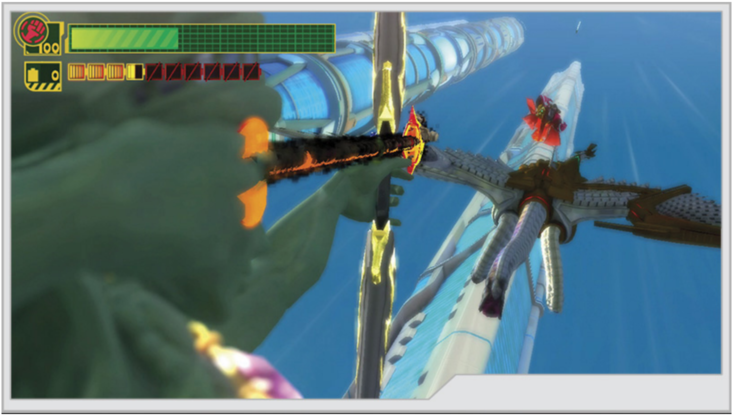
A Cough-Foon decides to add its two cents to the vigorous debate. Defend with Unite Sword! Ohrowchee catches the damaged ship with its mouth, but you're prompted to use Unite Gun to blow them both away.

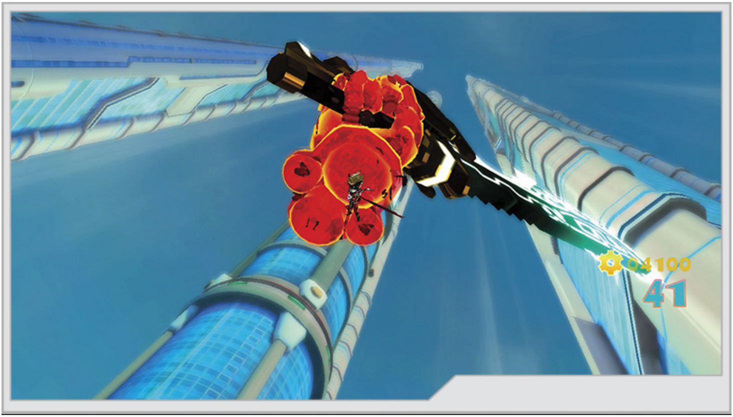
Phase Four





Laambo is done messing around, charging head-on at you with his Dechno-Bo. Meet his charges with Unite Sword. Make sure the weapon is out and as large as you can manage before Laambo closes in; then swing the sword at Laambo just before impact. You must successfully counter his charges, or you will take heavy damage!





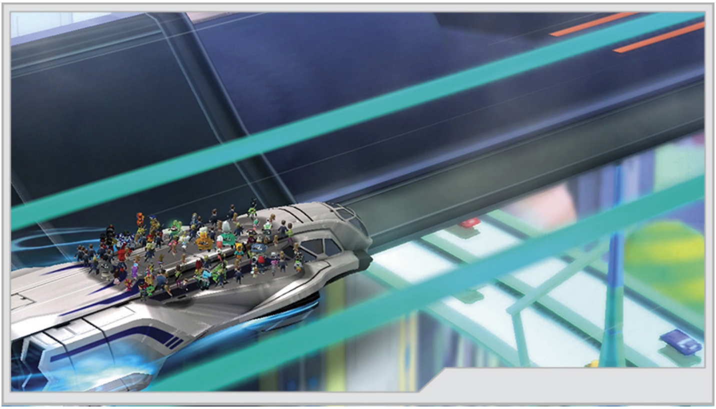
After dealing enough damage through counterattacks, you have two more events to complete. First, Unite Build a new arrow for the Goddess of Blossoms to shoot at Laambo; then use Unite Hand on the Dechno-Bo to finish the job. With wonderful fanfare, Operation 001 is finally complete!

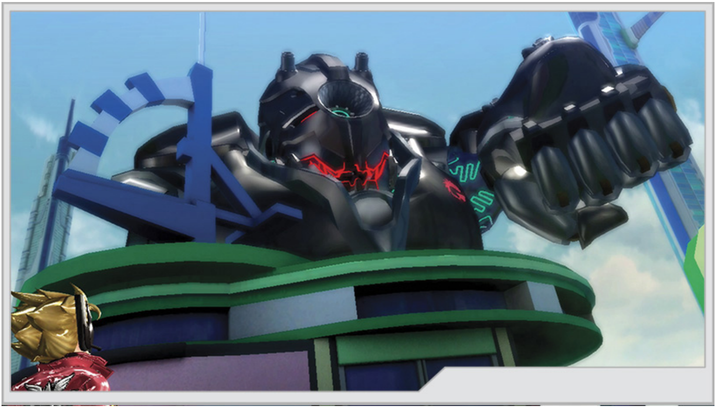
Hard and 101% Hard Mode

This is where nerves and skill factor in heavily. A single mistake can lead to a chain of mistakes that cost you a continue on these difficulties. The key to remember is that this boss fight, like every other in the game, is mechanically the same across all difficulties. All of Ohrowchee's attacks and Laambo's attacks are the same and follow the same rules. No boss battle introduces new phases on higher difficulties, nor does any boss gain new attacks. You can essentially take everything you learn about a boss on a lower difficulty setting, and apply it to Hard and 101% Hard mode. The primary differences are that you'll take significantly more damage on the harder settings, and the bosses have more health to chew through. The Pure Platinum rankings for all boss fights can be incredibly strict on these modes, so you have to exploit every advantage you get.

Speaking of advantages, you get some amazing ones coming up from earlier difficulties. You should have most, if not all, of the heroes who can be found in the operations. You'll have all of the available Unite Morphs from the main cast of heroes, which opens up some additional defensive and offensive capabilities. A Unite Hammer made of at least 50 Wonderful Ones can act as a Unite Guts on Ohrowchee's rapid bite attack during Phase Two. A large enough Unite Bomb can catch both heads during Phase Two, helping you to send out your teammates with the Team Attack to further weaken the enemy before you really lay into them.

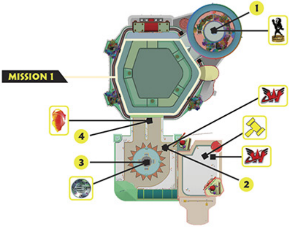
Operation 002: Blossom City Center

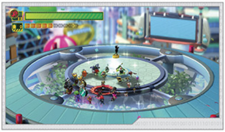




Laambo has been defeated, and nobody will miss his shenanigans. Unfortunately, the GEATHJERK forces that slipped into Earth's atmosphere before the planetary defense shield Margarita was activated are still numerous and capable of ruining everyone's day...which could be starting within the next few minutes. A parasitic intelligence extractor has landed on Blossom Tower, a key communications facility, and has possibly even bypassed the Virgin Victory's defenses.

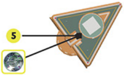
Operation 002-A

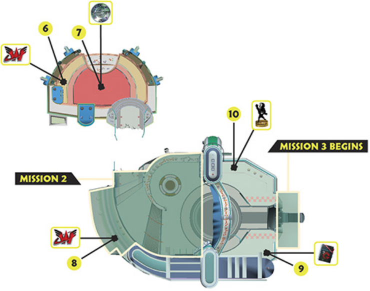


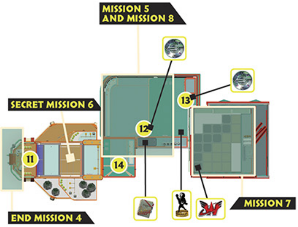


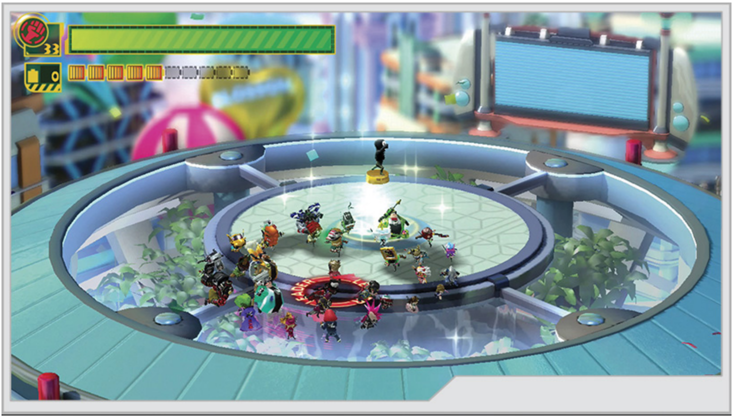
[1] The moment you can take control of the team from the starting platform, wrap a Wonder-Liner around the central circle to reveal **Wonderful Figure No. 89.** Proceed forward off the platform, making sure to gather up any reinforcements you may need.

- PLATINUM COINS
- GEATHJERK FILES
- WONDERFUL FILES
- WONDERFUL FIGURES
- WONDERFUL ONES
- HAMMER SPOTS
- HERO HEART FRAGMENTS
- 3 WAYPOINTS









[1] The moment you can take control of the team from the starting platform, wrap a Wonder-Liner around the central circle to reveal Wonderful Figure No. 89. Proceed forward off the platform, making sure to gather up any reinforcements you may need.

Mission 1

Medal Requirements

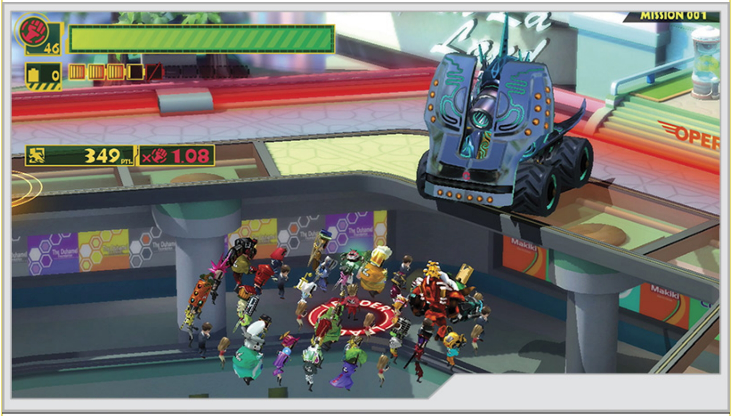
Enemies Present (Very Easy–Normal)

Dough-Goo, Chew Dough-Goo, Raydown

Enemies Present (Hard–101% Hard)

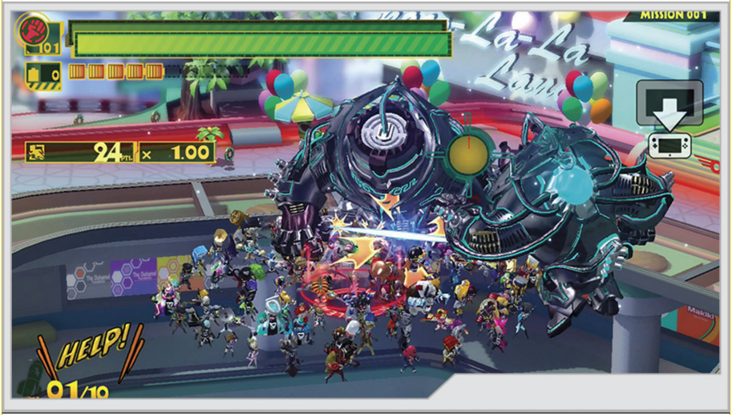
Diedough-Goo x 2

45
MISSION 001
OPERATIONAL BORDER
000432948
228 PTS.
×1.16
50 PTS.
100 PTS.



The area just below your starting platform is the site for Mission 1. A team of two Chew Dough-Goo and several Dough-Goo will teleport onto the platform in the first wave, with a Raydown showing up after you defeat them. You've seen enough of the former by now that you should understand how to handle them fairly quickly, even with a reduced Unite Gauge. Don't forget that you can reflect the Raydown's beam with Unite Sword, and especially don't forget that the Raydown can still fire the basic cannon shots that the Hoedown can.

Hard and 101% Hard Mode



A pair of Diedough-Goo are problematic, but you can use Unite Bomb to extend their vulnerable moments. If they use their flamethrowers, you can catch their flames with Unite Hand, which can really boost your destructive power when you counterattack.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:10	2:30	2:50	3:10	Very easy
Time	2:10	2:30	2:50	3:10	Easy
Time	2:10	2:30	2:50	3:10	Normal
Time	1:40	2:00	2:20	2:40	Hard
Time	1:40	2:00	2:20	2:40	101% Hard
Combo	1500	1300	1100	900	Very easy
Combo	1500	1300	1100	900	Easy
Combo	1500	1300	1100	900	Normal
Combo	3000	2500	2000	1500	Hard
Combo	5000	4000	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

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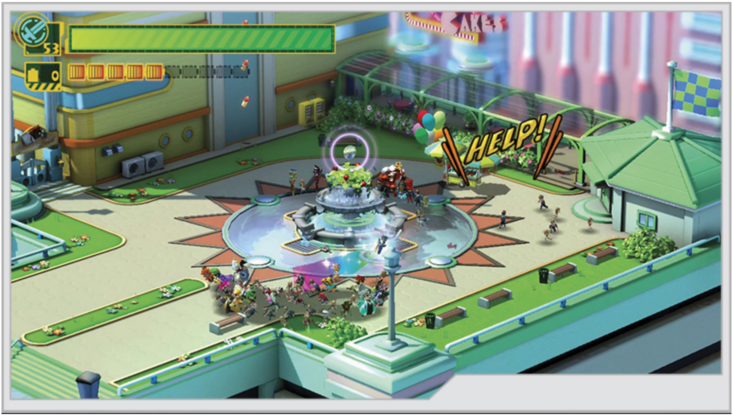
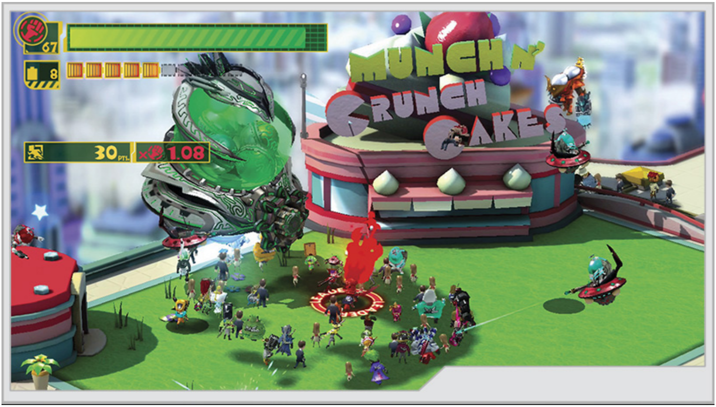
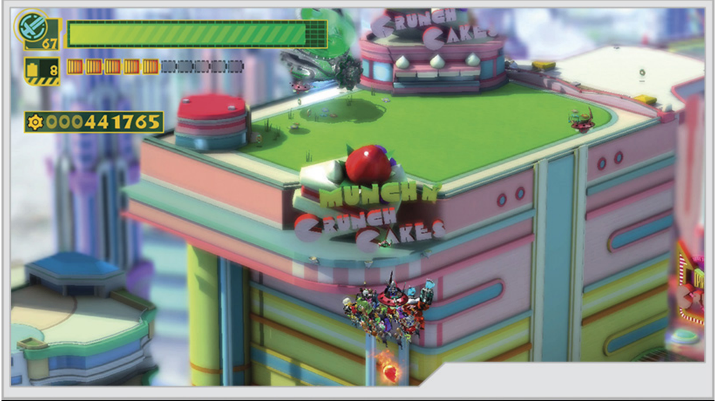
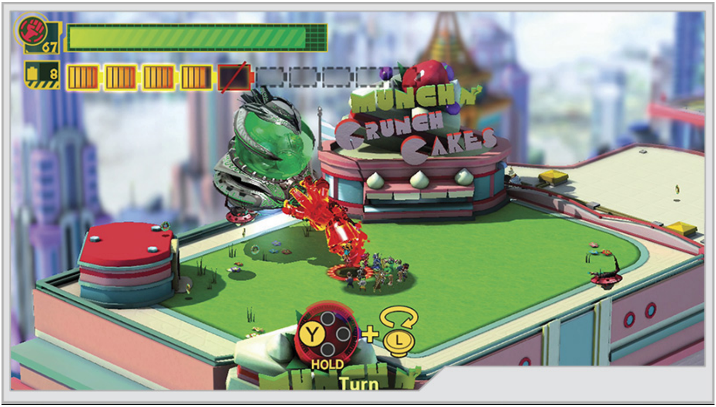
0
000440179
Choco La-La Land



[2] After Mission 1 is in the can, you can proceed to the next part of the platform. On the left near a Wonderful Toilet is another member of the team, Wonder-Chef. [3] The fountain next to him can be circled by a Wonder-Liner for the first Platinum Coin. Climb up the building with Unite Chain, collecting batteries as you go.

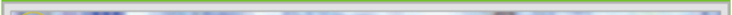


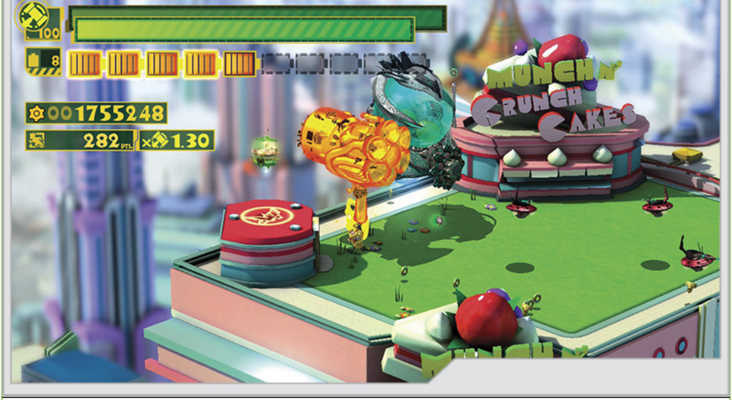




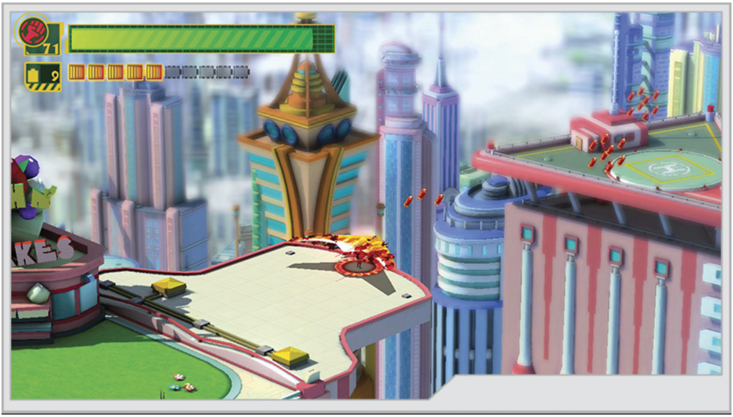
At the top of the building is a Gatcha, and as you approach it, a squad of Dough-Goo and You-Houghs appear in the area to try and stop you. It's important to take one of the You-Houghs for yourself, as you can fly it off the lower left corner [4] of the rooftop to locate a Hero Heart Fragment. The Gatcha itself contains Wonder-Nurse to add to the team.

Tip

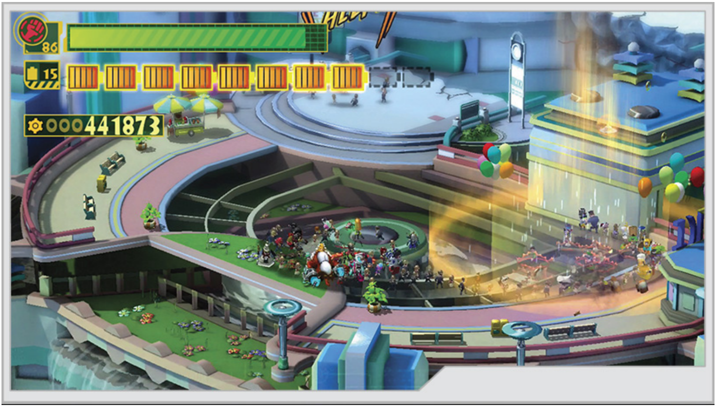


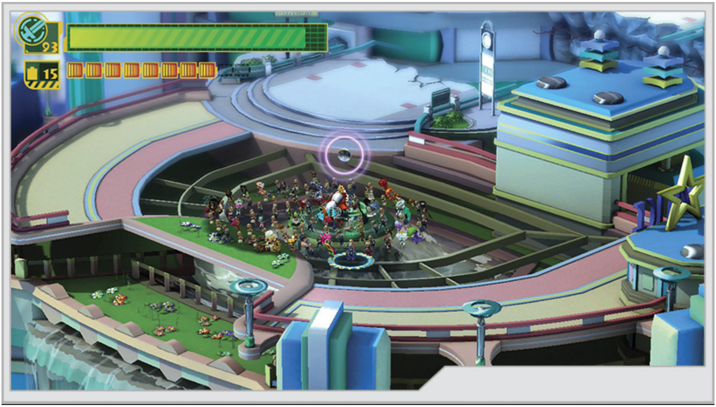


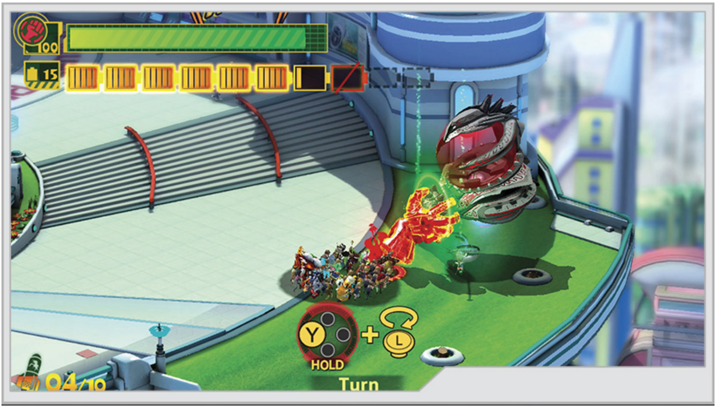
The small red hut near the Gatcha can be smacked by the Unite Hammer for some extra food.



[5] Get to the ledge on the upper right of the rooftop, and create the Unite Glider. Do your best to follow the clusters of Wonderful Batteries, as they will take you through the second Platinum Coin.



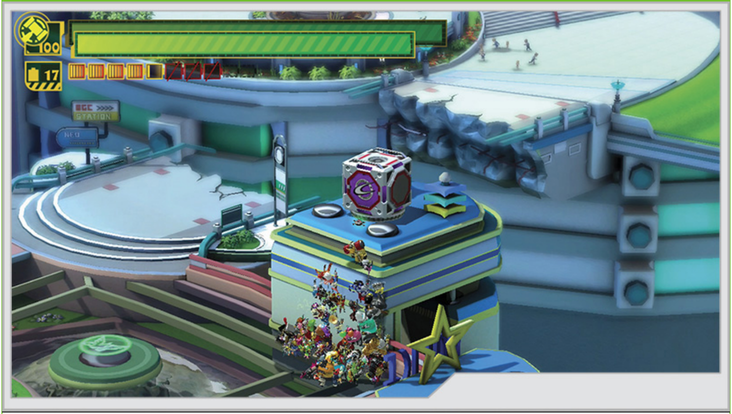




The building you eventually arrive at contains some collectibles for you. Among the first groups of citizens [6], you can find Wonder-Makeup hiding in the crowd. The third Platinum Coin can be found at the center of your initial landing site [7]; just trace the circle at the center of the glass with the Wonder-Liner. After you cross the broken bridge to the next building, you can find Wonder-Medicine being held prisoner within a Gatcha [8].

Tip

You’ll Be Back (with Wonder-Black)



On the rooftop of the small building close to where you recover Wonder-Makeup is a black supply box, should you return to this operation with Wonder-Black.

Mission 2

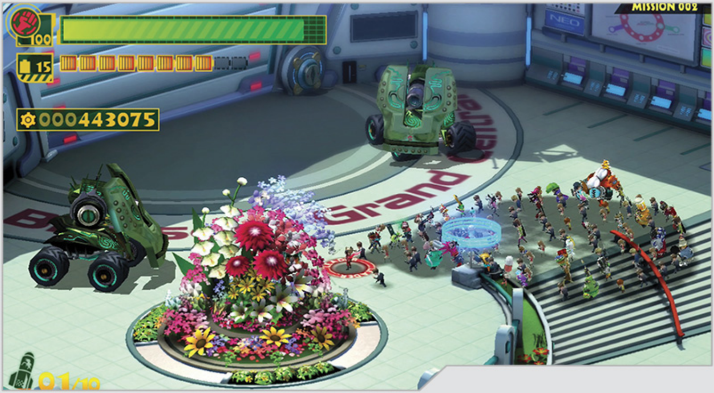
Medal Requirements

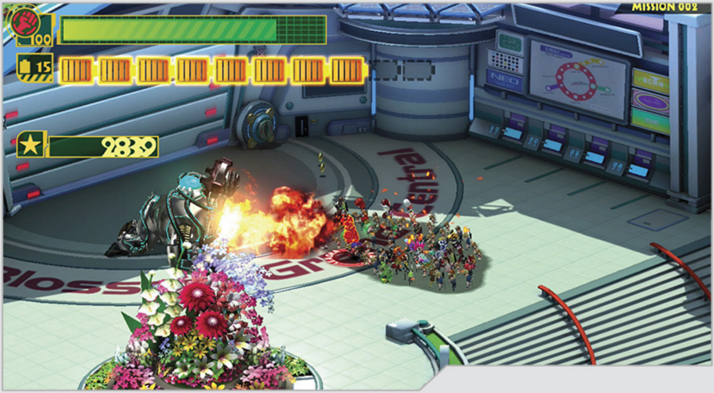
Enemies Present (Very Easy–Normal)

Wave 1: Hoedown x2, Diedough-Goo

Enemies Present (Hard–101% Hard)

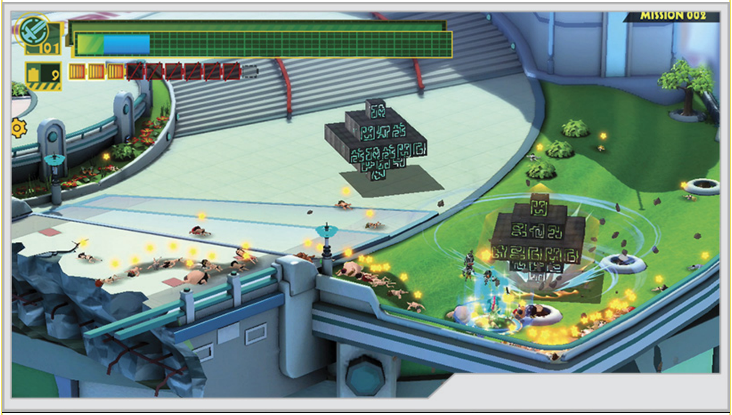
Wave 1: Koh-Tumeekey x2





Your first threats in Mission 2 are a pair of Hoedown, followed by a Diedough-Goo. You can effectively park between both Hoedown and let them kill themselves with their own cannons with Unite Guts, but don't forget to work up your combos with them so you don't have to make it all up on the Diedough-Goo.

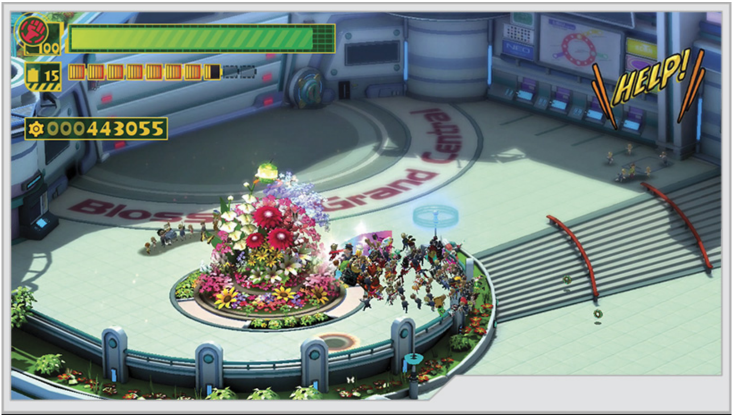
Hard and 101% Hard Mode

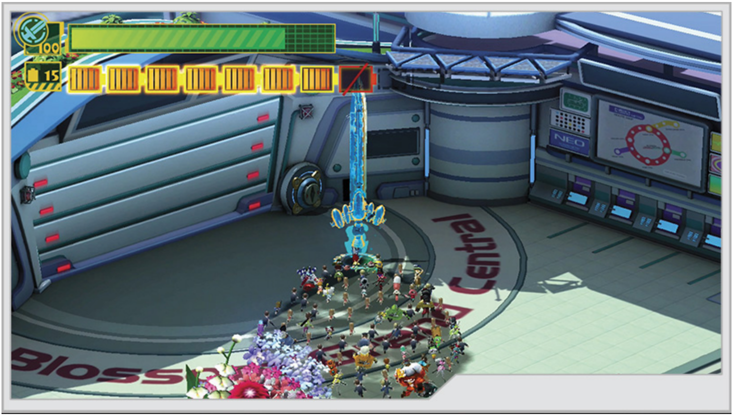


Koh-Tumeekey can be very time-consuming. If you can Unite Guts against their copy of Unite Hand, you can quickly Unite Bomb to catch the fragments of the enemy, then pile on the damage with your own Unite Hand. Leading off with Unite Bomb will also allow you to stack many Team Attacks on both enemies to stun them for an alternative takedown method.

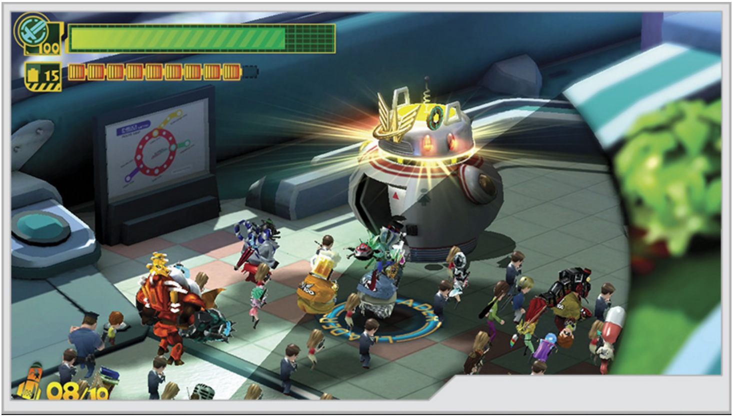
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:40	4:00	4:20	4:40	Very easy
Time	3:40	4:00	4:20	4:40	Easy
Time	2:10	2:30	2:50	3:10	Normal
Time	5:40	6:00	6:20	6:40	Hard
Time	5:40	6:00	6:20	6:40	101% Hard
Combo	500	400	300	200	Very easy
Combo	600	500	400	300	Easy
Combo	1800	1500	1200	900	Normal
Combo	2500	2000	1500	1000	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy

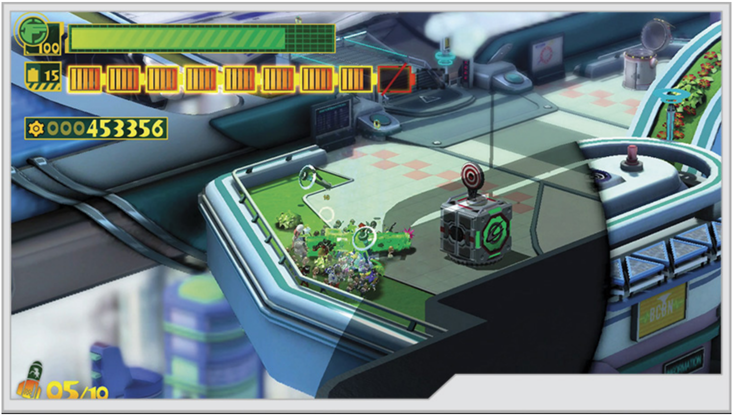
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





To continue onward, you must use Unite Sword on the gate lock. Don't forget to revitalize the flower bed before going through the open gate, as it has a potent healing item. Also, remember to work toward the Mystic Wonderful Power Achievement.





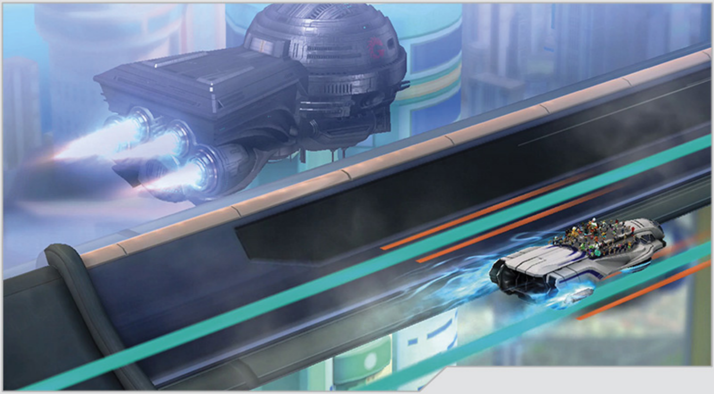
Once opened, the door reveals a large supply of Wonderful Batteries. On the other side of the gate is a Wonderful Toilet [9], containing GEATHJERK File no. 10. Don't miss the green supply box across the way from the Wonderful Toilet [10], as it holds Wonderful Figure no. 70. With the area cleared of the essentials, climb aboard the Maglev, and get ready for a wild ride and a wilder showdown.

Mission 3

Medal Requirements

Enemies Present (All Difficulties)

Cough-Foon, Hah-Markee



GEATHJERK is not going to let you get closer to Blossom Tower without a fight. As the Maglev speeds toward its destination, a Cough-Foon pulls alongside the Maglev and deploys a GEATHJERK squadron to try and stop you. The controls are fairly simple: the left analog stick moves both your team and the Maglev between sets of tracks. However, if you have a Unite Morph active, you cannot control the Maglev, even to perform Wonder-Jump when prompted. You will have to switch between combat and driving to make it through this ride.

The danger here is not just to your team; the Maglev can be shot down if it sustains enough damage, forcing you to continue. The Maglev sequence plays out similarly across all difficulties, but on higher difficulties mistakes can bring a much swifter end to your ride.

100
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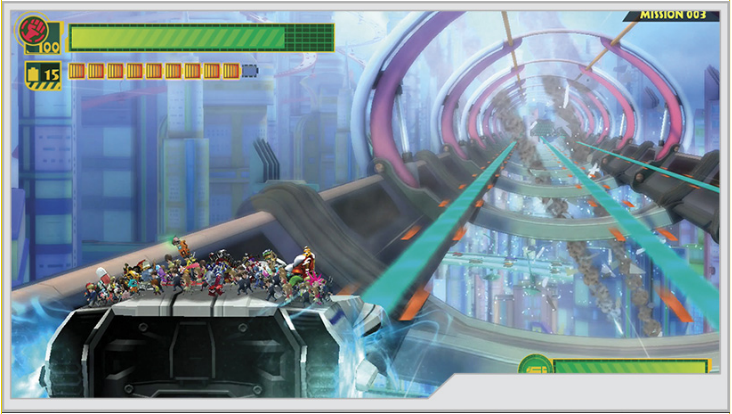
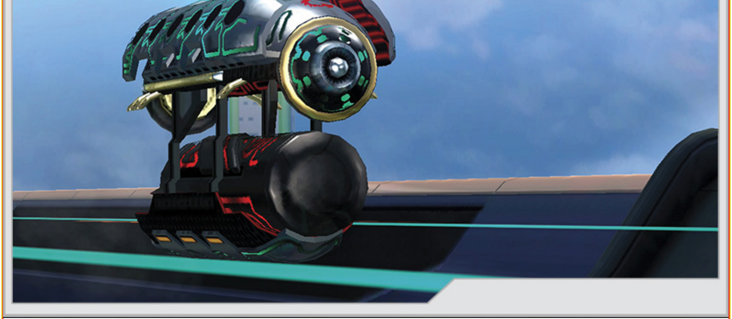
MISSION 003

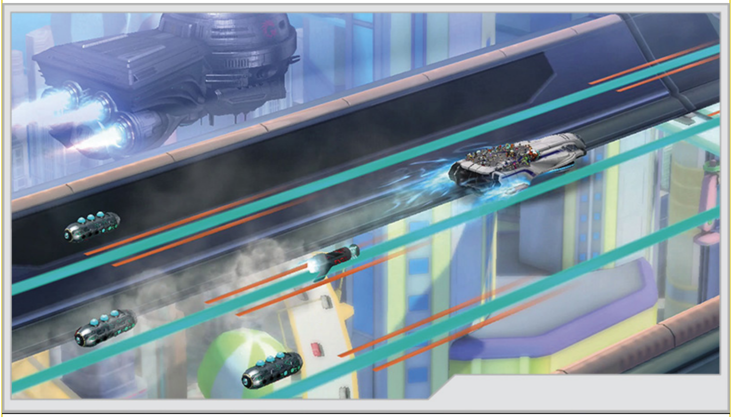


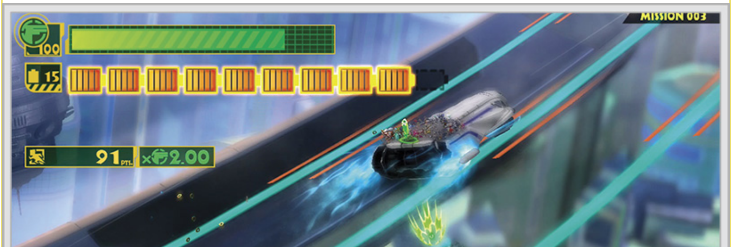
The first phase starts with you driving the Maglev, jumping over holes in the tracks and avoiding barriers. In addition to your own health, the Maglev can only sustain so much damage before it is destroyed, which is game over. Every time you fall into a pit, you'll take heavy damage, so be ready with those jumps. Thankfully, there are no hidden collectibles during this ride, allowing you to concentrate solely on protecting yourself.

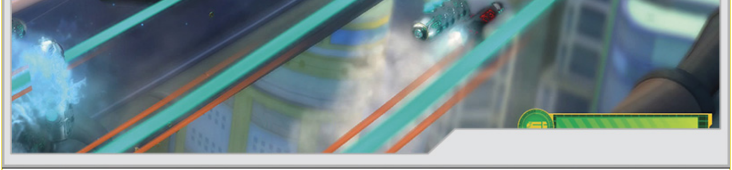
GEATHJERK Encounter: Hah-Markee



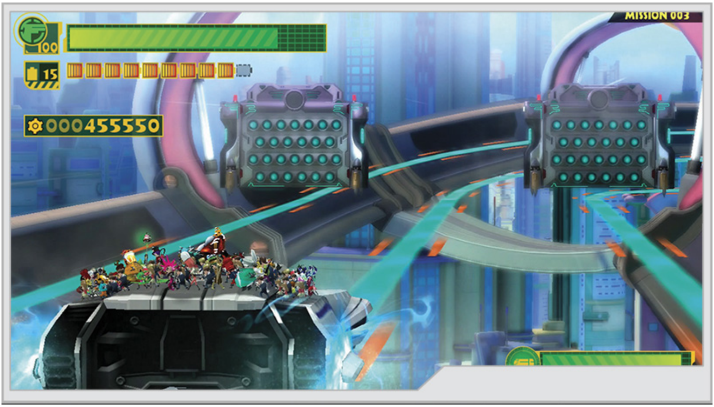
Elongated light bombers that carry powerful anti-ship missiles, the Hah-Markees on the Maglev rails have been deployed by the Cough-Foon that is giving chase. Somewhat lightly armored, the Hah-Markees must rely on their ability to destroy their target through numerical superiority. They do not have the ability to survive an extended engagement if there are active defenses.

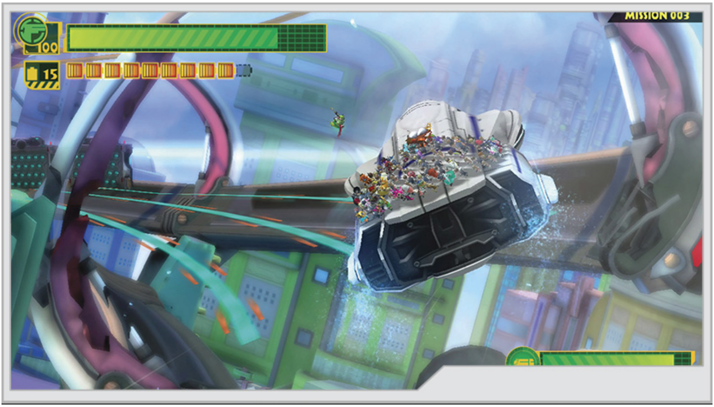


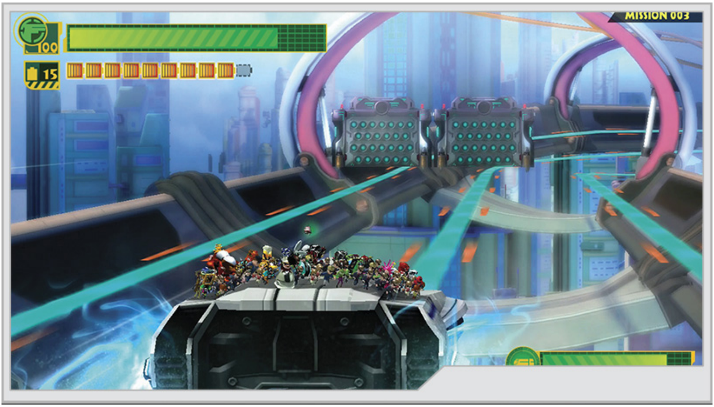




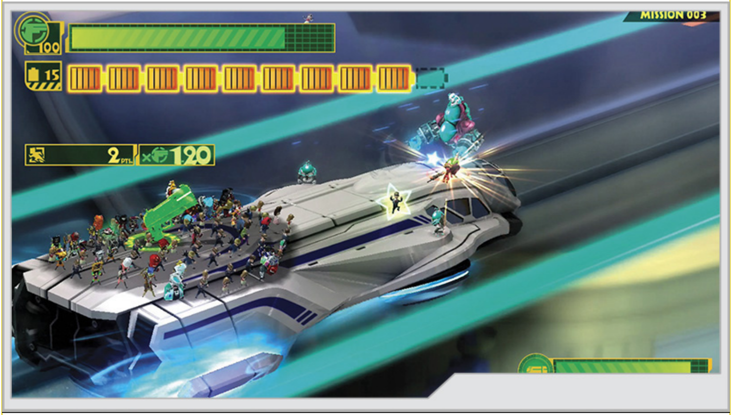
When the Hah-Markees come, immediately move away from the center rail, as the lead fighter will have fired a missile. Switch to a small Unite Gun and try to intercept the enemy before they launch their missiles. The larger Unite Gun fires too slowly, and you're bound to take hits relying on it. You can also try to concentrate on dodging the missiles (and the Hah-Markees, as it is possible to inadvertently ram them), but these count toward your combo rating, so you have to take them down. In a pinch, the Unite Sword can be extended long enough to take down several enemies at a time.







After the first wave of Hah-Markees, the camera shifts behind the Maglev, prompting you to focus on driving. In addition to gaps in the rails, the track begins to turn violently, while still having numerous barriers on the rails. You have little time to get to the safe track to pass the barriers on the first set of turns. Additionally, you have to jump over gaps in the rails, but you can still steer in midjump.



Shortly after the first two hairpin turns, a Chew Dough-Goo and some Dough-Goo will teleport onto the Maglev. Eliminate them as quickly as possible; the longer they're alive, the longer this ride stretches out.

MISSION 003
100
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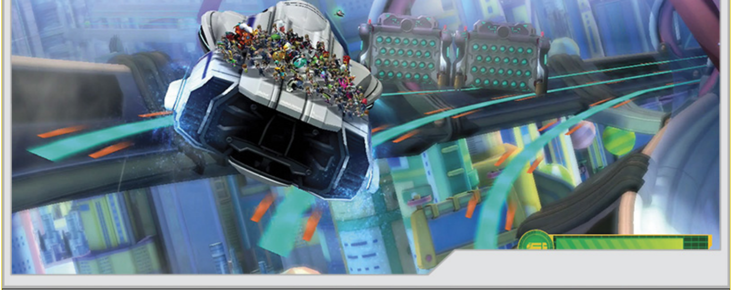
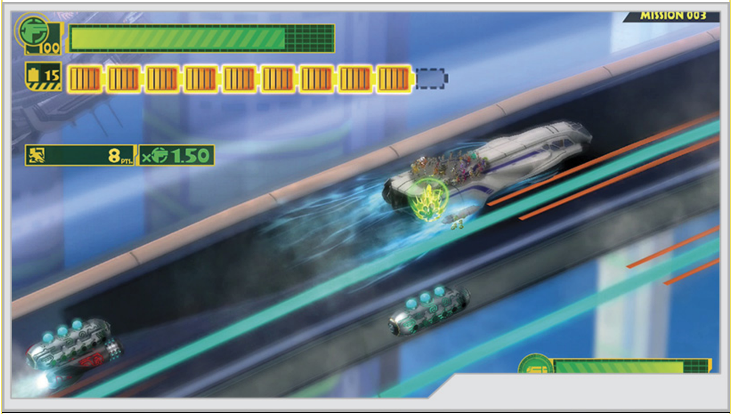
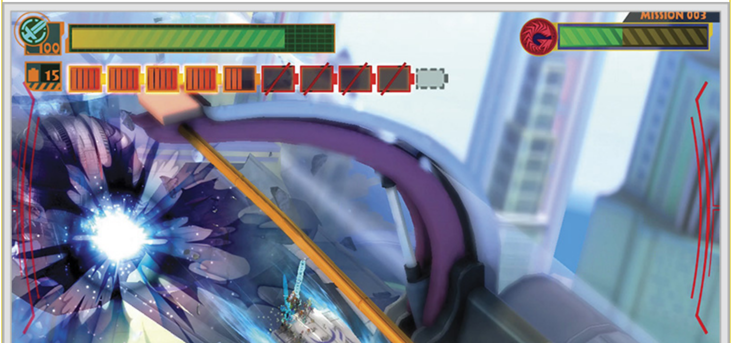
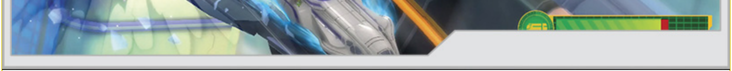


Once you deal with the enemy, you have another turn sequence with more barriers and pits to avoid. This second slalom through the barriers is much longer than the first, so keep your wits about you.







After more turns and barriers, the Cough-Foon deploys another wave of Hah-Markees. Shoot them down as quickly as you can. Eventually, the Cough-Foon flies onto the rails to give chase. Try to set up the largest Unite Gun you can muster for this sequence, but beware the Cough-Foon's beam cannon, and be ready to switch to Unite Sword to reflect the shot. Try to score this kill as fast as you can; the moment you shoot down the Cough-Foon, the mission completes!

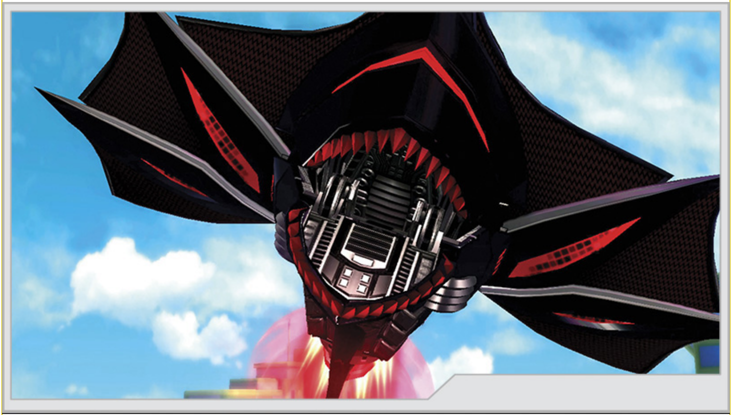
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:30	5:50	6:10	6:30	Very easy
Time	5:30	5:50	6:10	6:30	Easy
Time	5:30	5:50	6:10	6:30	Normal
Time	5:30	5:50	6:10	6:30	Hard
Time	5:30	5:50	6:10	6:30	101% Hard
Combo	600	500	400	300	Very easy
Combo	600	500	400	300	Easy
Combo	600	500	400	300	Normal
Combo	1200	1000	800	600	Hard
Combo	1500	1300	1100	900	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	200	400	600	Hard
Damage	0	200	400	600	101% Hard

Mission 4

Medal Requirements

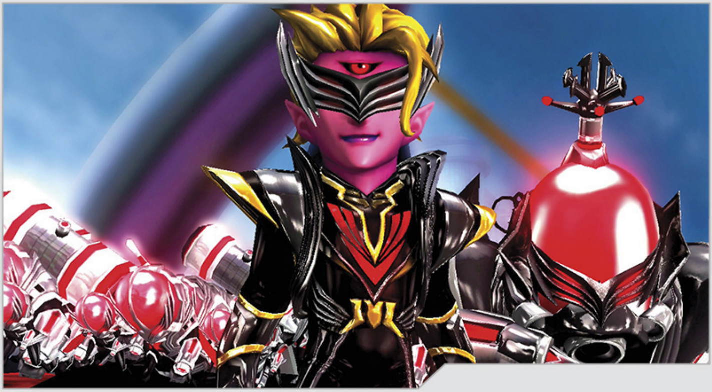
Enemies Present (All Difficulties)

Prince Vorkken, Chewgi



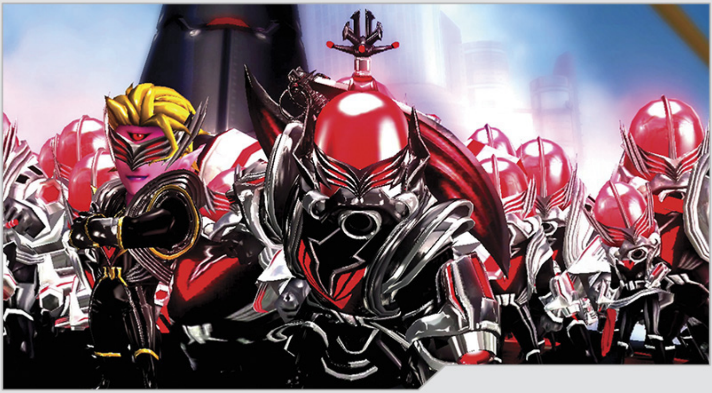
The ride isn't over yet. In fact, things just got a lot worse. Survive the initial clash with the oncoming black ship and prepare for a proper duel.

GEATHJERK Encounter: Prince Vorkken

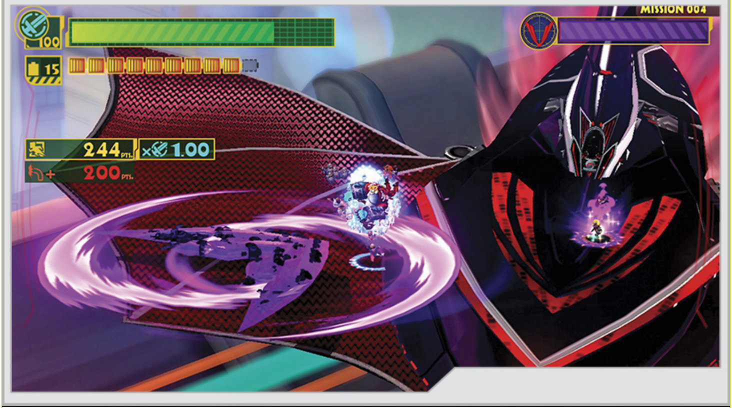


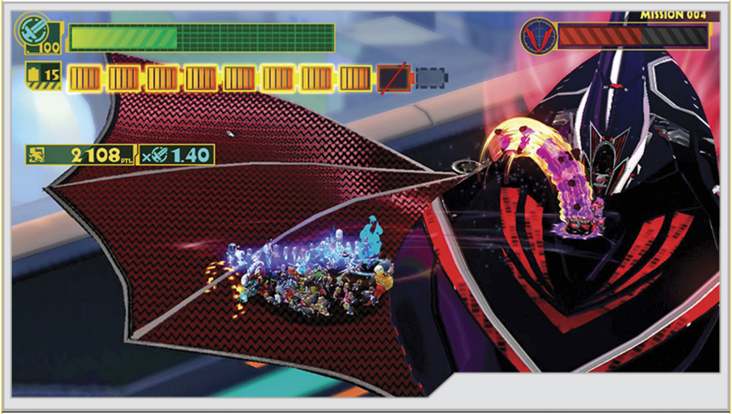
A mysterious, masked space-pirate who has aligned himself with GEATHJERK, Vorkken leads the Guyzoch, a ruthless band of warriors who have traveled the known cosmos, seeking battle and fortune. It is not known why or how he and his band have the ability to Unite Morph, but it is clear that they are more than a match for the Wonderful 100 in every respect.

GEATHJERK Encounter: Chewgi

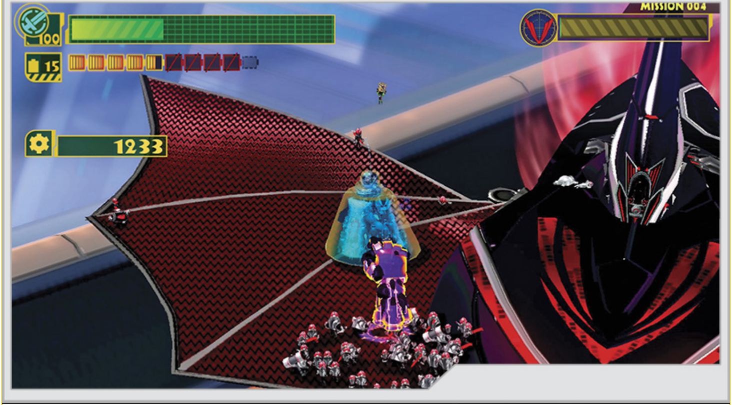


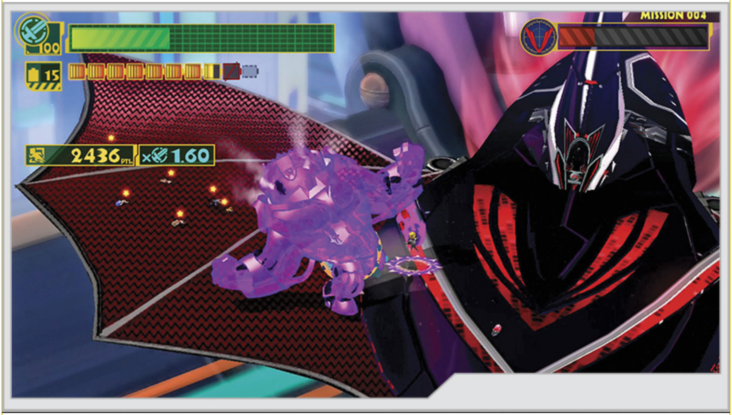
Prince Vorkken's second-in-command, Chewgi is among the most skilled men at Vorkken's command and does not stray far from his prince's side during battle. Armed with a dangerous naginata, Chewgi is quite capable at melee combat and is prepared to fight and defend his master.



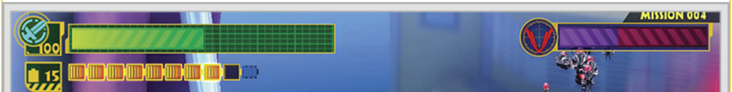


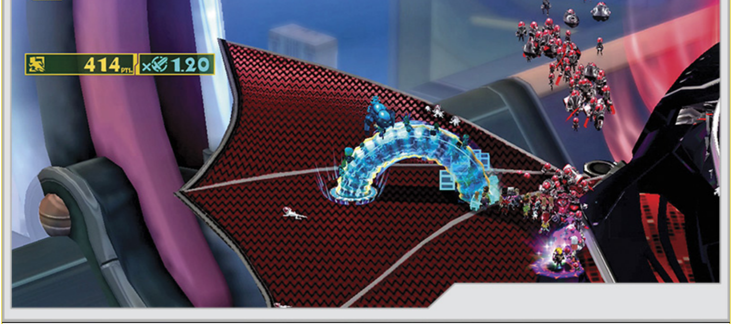
Prince Vorkken represents one of the harder battles in the game. His arsenal consists of everything you can do (and may not be able to do yet, if it's your first meeting with him) and many unique abilities. Vorkken also commands the deadly Unify Boomerang, a ranged attack that spins out toward you, covering large sections of his ship, depending on how many men he can commit to the attack. Additionally, Chewgi can command the bulk of the group to morph into deadly re-creations of monsters you've already fought. As with your own team, Vorkken's men swarm around him, meaning you will have to smash your way through his ranks to get your hands on him. Vorkken reacts quickly to threats and will rapidly Unite Spring away from danger, meaning you can't attack recklessly.



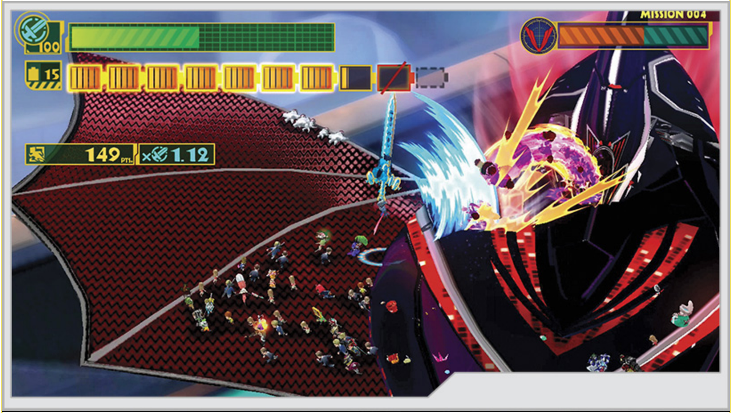


Vorkken switches between morphs often, meaning you must be able to react sharply on a moment-to-moment basis. His men recover from damage quickly, so you can't expect to keep Vorkken consistently weakened throughout the fight.





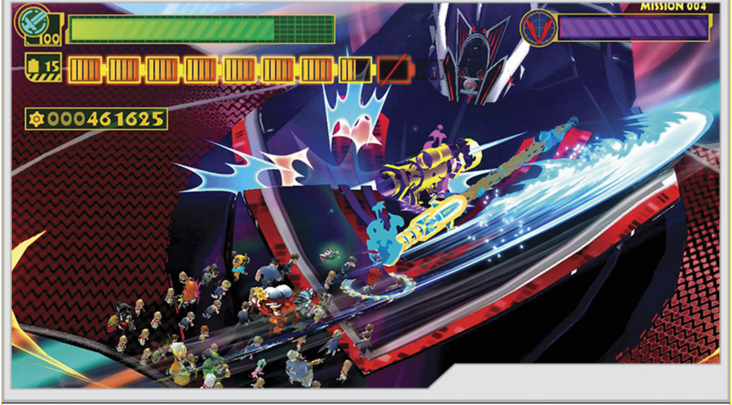
Like Vorkken, one of your best defenses is to Unite Spring away from most attacks. One exception to this is his Unify Boomerang. Leap over and/or away from that attack, and sprint to the other side of Vorkken's ship, if necessary. Unite Spring doesn't carry you far enough if he throws the boomerang directly at you.



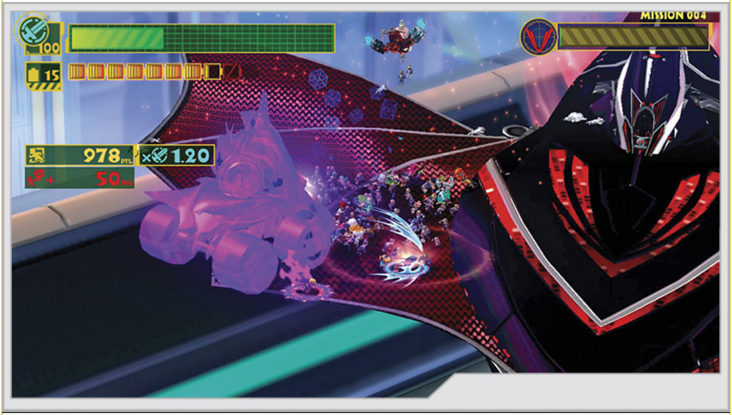
Use Unite Sword to open up any approaches on Vorkken's team. You can knock out huge swaths of his men in the first strikes. Vorkken will automatically go into a Unite Spring frenzy before he stops and prepares to strike. You can use that time to power up a Unite Hand or Unite Sword, and hit him for very heavy damage as he stops evading.

Pay special attention to what morphs Vorkken uses. You can use Unite Guts to defend against his Unify, Hand, and Hammer abilities if you have more people dedicated to Guts than he does to those specific attacks. It is also possible to slow him down with a standard Team Attack, but generally this is after you've knocked out a large portion of his men, and it is not particularly reliable.

Beware if Vorkken is covered in purple flame. That means he has a Unite Morph powered up for use.



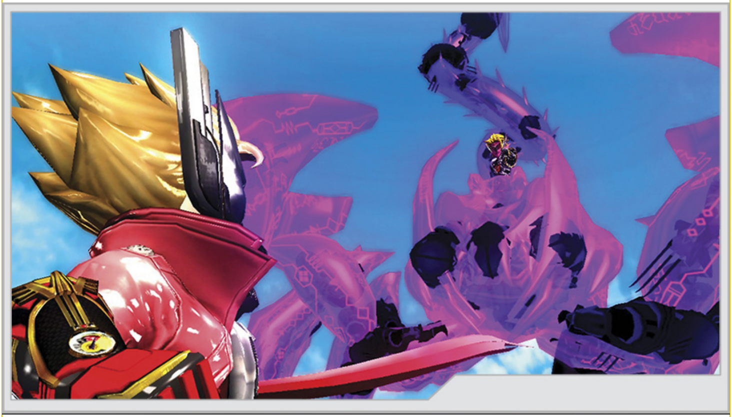
Unite Gun has fairly limited utility in this encounter. The smaller gun can't hope to easily reach Vorkken, particularly if his team is at full strength, and the large gun makes you move too slow, which Vorkken will easily exploit to his advantage. By contrast, Vorkken's Unite Gun comes out in the blink of an eye, firing a powerful bazooka round that can cost you lots of health.

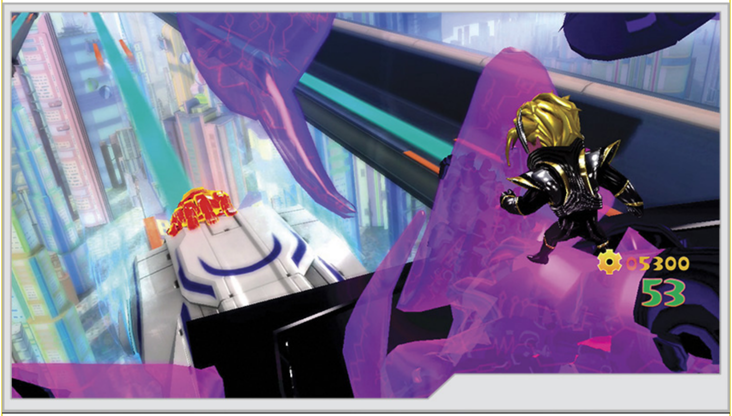


As you work through Vorkken's health, Chewgi will lead the rest of his men into morphs that resemble enemies you've fought. Concentrate on getting to the Prince, who will be alone during those particular morphs. He's hardly a pushover by himself, though, and is a capable melee fighter. However, a number of Chewgi's morphs can be countered exactly how the real enemies he's mimicking can be countered.

Do not be afraid to consume some of your health items during this encounter! Vorkken can strip away huge chunks of health relative to any difficulty. Using healing items will keep you in the fight and avoid a costly game-over that affects your overall rating for the operation. Better still, if you're feeling overwhelmed, you can pause the game, take a breather, select the level of healing you want, and relax a bit.

Even with all the advice, fighting Prince Vorkken comes down to being able to react to his abilities quickly and positioning yourself in such a way that you're not trapped by the weird terrain of the Prince's vessel. This can be a very chaotic fight for first-time players. Don't panic and throw out attacks at random. Try to conserve Unite Gauge so you can exploit moments of vulnerability with the biggest attacks you can summon. Above all, fight defensively and fall back if you're unsure about how to handle a given attack. This can be a very long fight, particularly on higher difficulty settings, even with every upgrade available in your arsenal. Vorkken demands a certain amount of patience; if you're not willing to exercise any, he will punish you every chance he gets.





After you manage to best Vorkken (at least for now), you have to survive a series of quicktime events during the ensuing cutscenes before the fight ends and the mission completes.

Hard and 101% Hard Mode

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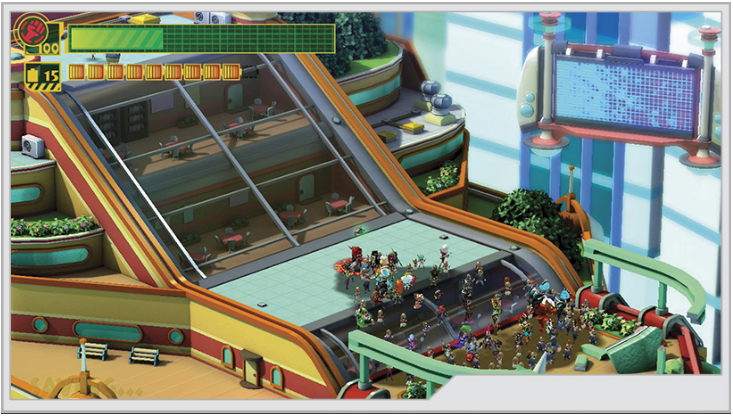
You have to be considerably sharper for this battle, even with the full range of upgrades at your disposal. Mistakes are costly enough on Normal mode. On Hard and 101%, it's possible to go from having the advantage to staring at the continue screen in just seconds.

Complicating matters on 101% Hard is the lack of time-dilation while using the Wonder-Liner to set up Unite Morphs. Vorkken can be a little easier to handle with Unite Bomb in your arsenal. The bombs' time-dilation effect field can allow you to knock out almost all of Vorkken's men, giving you a chance to really lay into him—that is, if you manage to hit them with it. Also, if you purchase the Hero Counter custom block and pair it with Hero Sense, you can easily counter almost every attack Vorkken does, thanks to Hero Sense's own slowdown effect.

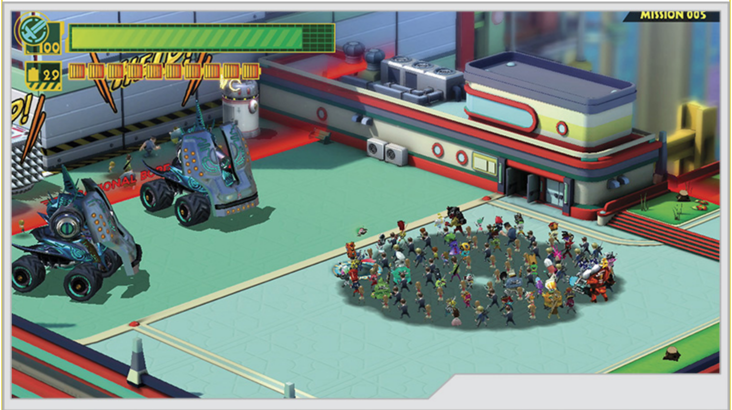
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	4:00	5:00	6:00	7:00	Very easy
Time	5:00	6:00	7:00	8:00	Easy
Time	6:00	7:00	8:00	9:00	Normal
Time	9:00	10:00	11:00	12:00	Hard
Time	11:00	12:00	13:00	14:00	101% Hard
Combo	5000	4000	3000	2000	Very easy
Combo	10000	8000	6000	4000	Easy
Combo	20000	15000	10000	5000	Normal
Combo	30000	20000	10000	5000	Hard
Combo	40000	30000	20000	10000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard

Damage	0	1000	2000	4000	101% Hard



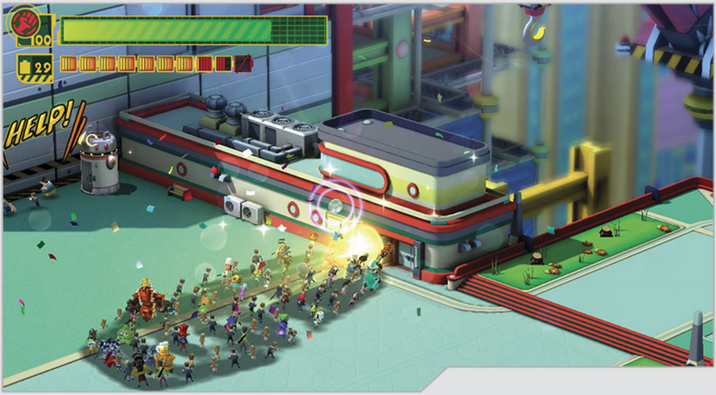
[11] After surviving the Maglev ride and Vorkken's test, you arrive on another building rooftop. Move up the ramp to reach the higher areas, and another mission begins.

Mission 5
Medal Requirements
Enemies Present (All Difficulties)
Raydown x2



After fighting Vorkken, two Raydowns are almost pedestrian in nature regardless of your chosen difficulty. Play smart, use their beams against them to take out their shields, and finish them off.

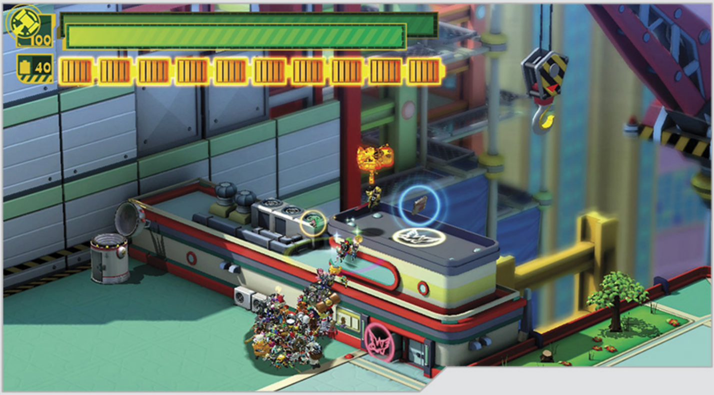
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:20	1:30	1:40	2:00	Very easy
Time	1:20	1:30	1:40	2:00	Easy
Time	1:20	1:30	1:40	2:00	Normal
Time	1:20	1:30	1:40	2:00	Hard
Time	1:20	1:30	1:40	2:00	101% Hard
Combo	400	300	200	100	Very easy
Combo	500	400	300	200	Easy
Combo	2500	2000	1500	1000	Normal
Combo	2500	2000	1500	1000	Hard
Combo	2500	2000	1500	1000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



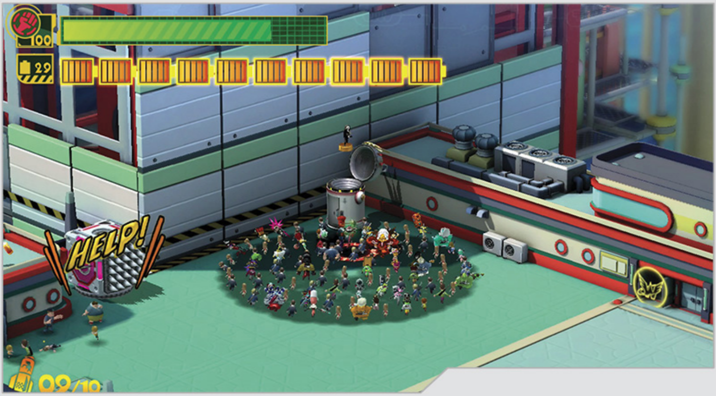
With Mission 5 out of the way, you've got some item collection to do. First is a Platinum Coin through a Wonder-Liner doorway in the building to the right of a Wonderful Toilet [12]. The Wonderful Toilet contains Figure No. 74: Wonder-Clock.

Tip

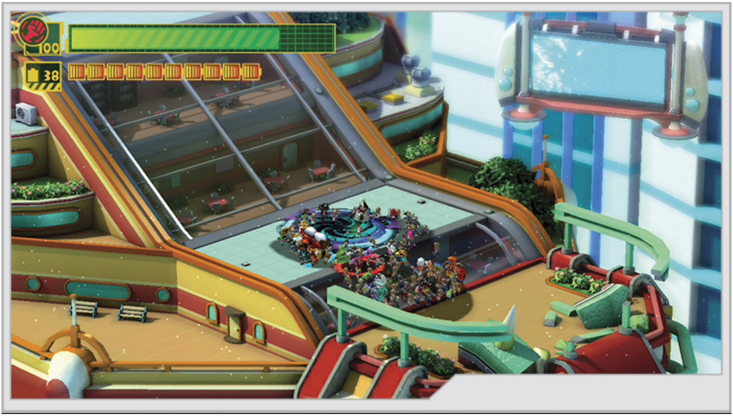
You'll Be Back



If you use the Unite Hammer on the roof of the building where you found the Platinum Coin, you can find Wonderful File No. 7: Wonder-Green.



To the left of the Wonderful Toilet [13], near the edge of the rooftop, is a pink supply box that contains another Platinum Coin. You need the Unite Whip power to open this box; first-time players can get that power by climbing up the building to the right of the supply box. Next to the supply box is another small building that has a doorway you can send a Wonder-Liner into for additional healing items.



If you head back toward where you landed after the Vorkken battle in Mission 5, you will find a portal to Kahkoo-Regah.

Secret Mission 6

Medal Requirements

Enemies Present (Normal)

Wave 1: Dough-Goo x10

Wave 2: Chew Dough-Goo x3, Dough-Goo

Enemies Present (Hard–101% Hard)

Wave 1: Chew Dough-Goo x2, Koh-Tumeekey, Dough-Goo

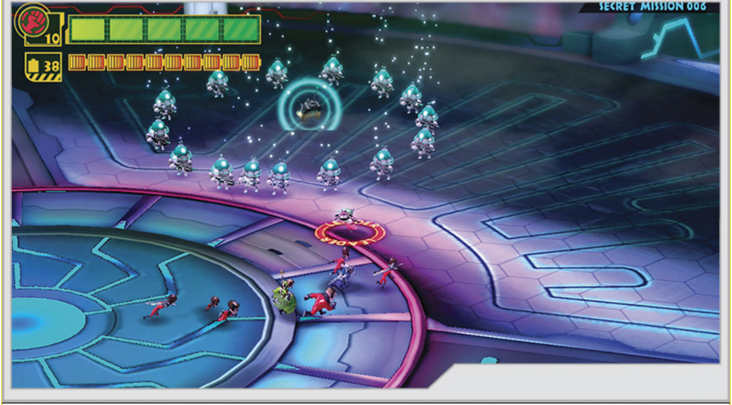
Wave 2: Koh-Tumeekey x2, Chew Dough-Goo

Reward for Completion

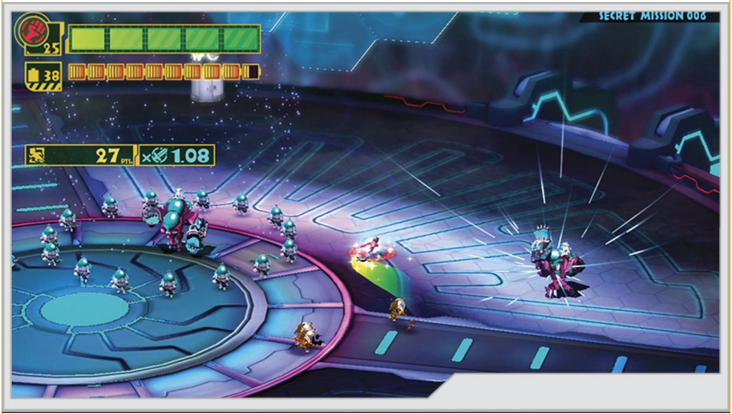
Normal Mode: Figure No. 27 Wonder-Magician

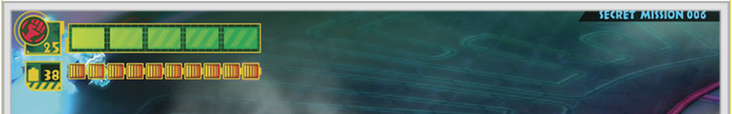
Hard Mode: Figure No. 72

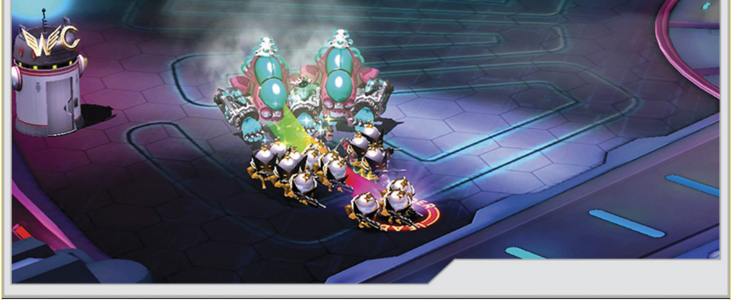
101% Mode: Figure No. 4 Wonder-Pink



This is an interesting Kahkoo-Regah mission. You start with a very small group, but a group of Dough-Goo appear along with a GEATHJERK-remote item. Pick up the remote as soon as possible to convert the enemy to your side.

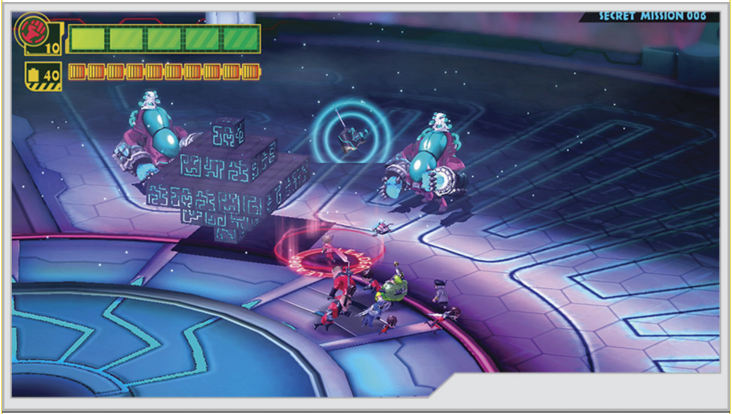




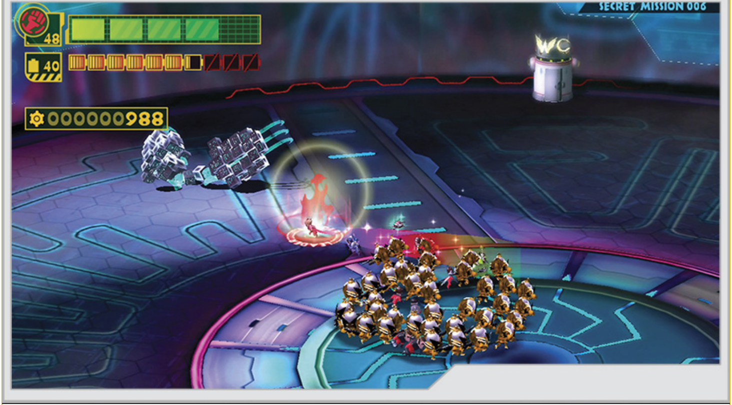


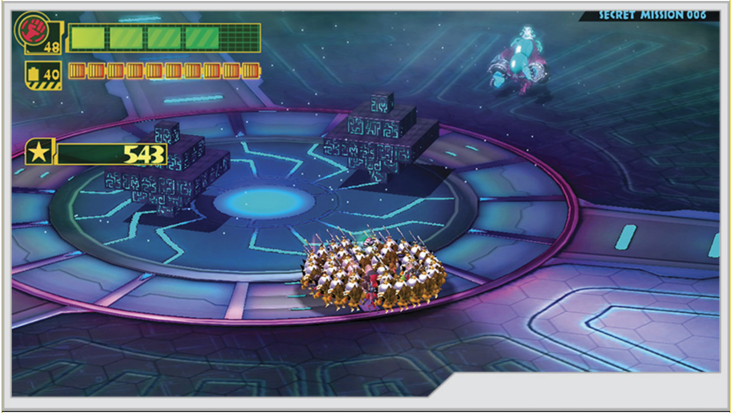
This triggers a second wave of three Chew Dough-Goo to appear, and they, too, will summon more Dough-Goo to the field. However, there are several Wonderful Toilets scattered around the edge of the battlefield. Sending a Wonder-Liner into the toilets will reveal more GEATHJERK-remotes, which can steal more Dough-Goo over to your cause. Whatever you decide to do, you need to take out the three Chew Dough-Goo to complete the mission.

Hard and 101% Hard Mode



The more advanced version of this mission is a greater challenge because you're dealing with Koh-Tumeekeys throughout the ordeal, and you don't get a free set of troops to immediately turn to your side and must wait for the Chew Dough-Goo to summon them. Try to exploit the first two Chew Dough-Goo and let them summon multiple groups, while you use the GEATHJERK-remotes from the Wonderful Toilets to build an army. Try to get close to 50 troops before you wipe out the first wave.

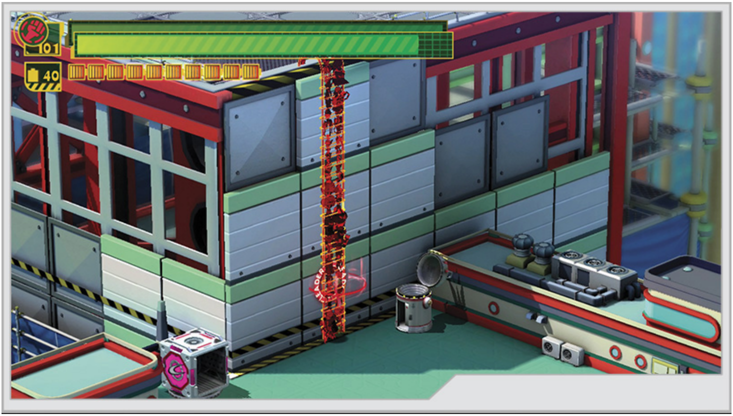




The time spent on the previous wave bolstering your forces will likely have cut deep into your time limit for a high ranking, so you have to work down the second wave as quickly as possible. Unfortunately, you do not have Unite Bomb at your disposal here, so there's no convenient way to control the pair of Koh-Tumeekey. Rid yourself of the Chew Dough-goo first, then go to work on the Koh-Tumeekeys. Focus on one at a time to the best of your ability, and take advantage of any Unite Guts opportunities that are presented.

Some good Custom Blocks to equip for this mission are Hero Sense, Hero Time, and Hero Counter. This gives you an additional way to defend yourself while also giving you two methods of slowing the enemy down.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:50	2:10	2:30	2:50	Normal
Time	8:30	9:00	9:30	10:00	Hard
Time	8:30	9:00	9:30	10:00	101% Hard
Combo	2500	2000	1500	1000	Normal
Combo	2500	2000	1500	1000	Hard
Combo	2500	2000	1500	1000	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard



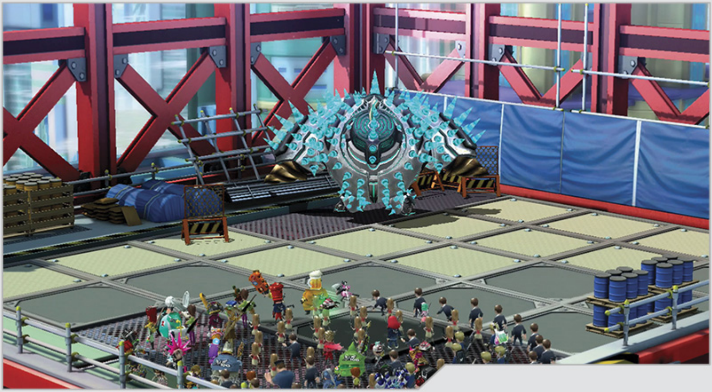
After completing Secret Mission 6, climb the building that is between the Wonderful Toilet and the pink supply box back in the real world.

Mission 7

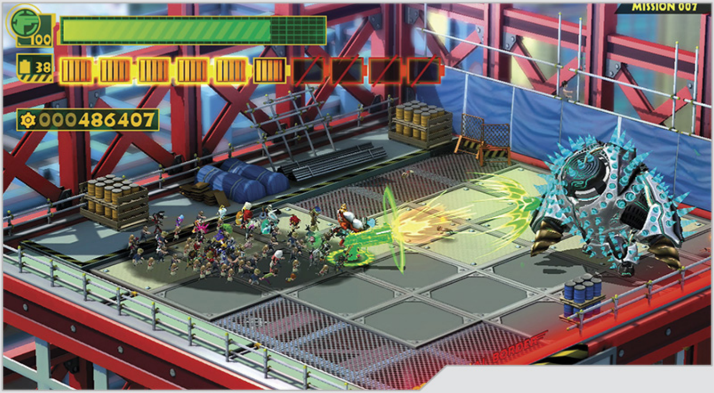
Medal Requirements

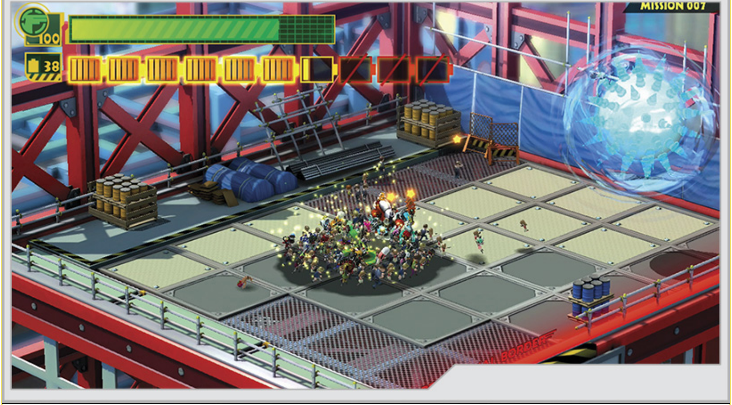
Enemies Present (All Difficulties)

GEATHJERK Encounter: Gedie Dough-Goo

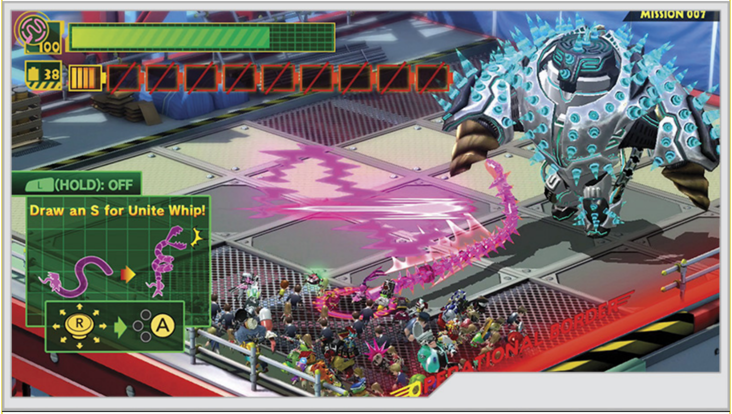


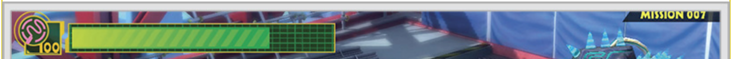
The most advanced of the Dough-Goo combat armors, the Gedie Dough-Goo is more dangerous in close ranged combat due to its heavy armor plating attachments that are covered with magnetic spikes. The spikes are extremely hazardous to touch, even to Wonderful Ones. A common tactic of the Gedie Dough-Goo is to march directly at their opponents, confident that very little can actually break through their protection.

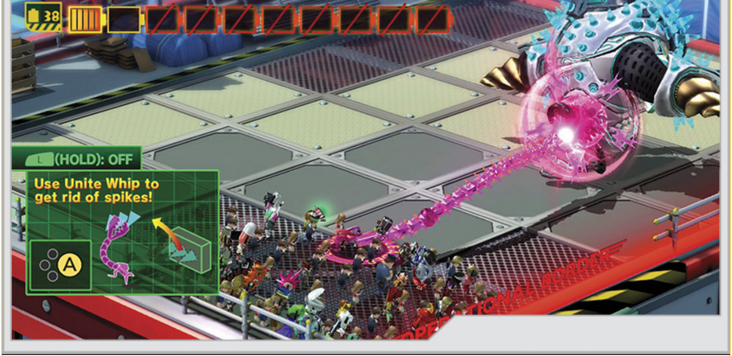




For first-time players, the Gedie Dough-Goo is seemingly unstoppable, repelling the Unite Hand, Sword, and Gun with equal ruthlessness. It is in this moment of despair that Wonder-Pink makes her (much delayed) entrance!

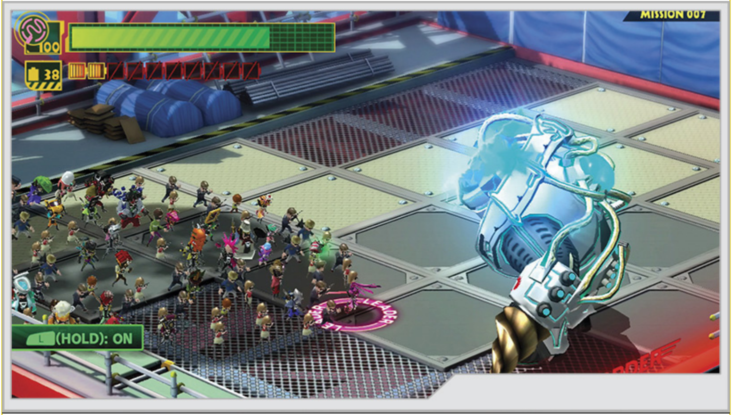






Use Unite Whip to get rid of spikes!

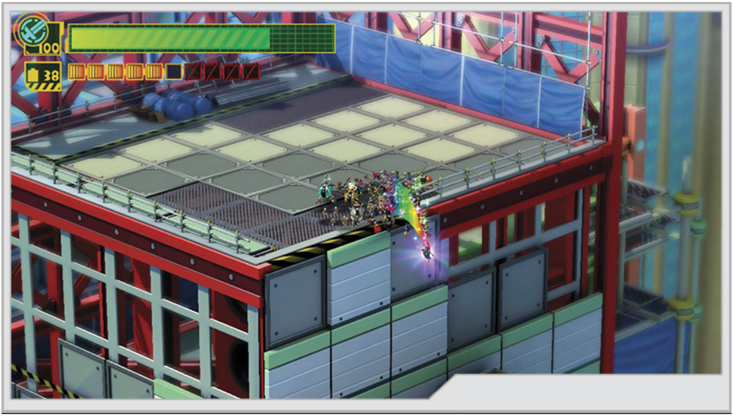
With Wonder-Whip, you can easily tear the spike armor off of the Gedie Dough-Goo, but you still have to prepare to avoid its various melee attacks and its rolling dash that it will frequently attempt to use against you. A Unite Whip of sufficient size can actually cancel this attack and leave the mech vulnerable to having a section of armor torn free. However, even with the armor torn free, the machine has the flamethrower and the cannon found in its predecessor. It can enter rage mode, parry your attacks with an energy shield, and become faster as you deal more damage. If a Gedie Dough-Goo is still wearing its spike armor and it starts to use its ranged weapons, it is essentially invulnerable until it finishes using those weapons. Plan your attacks accordingly.



Once the armor is stripped free, the fight works almost exactly like a standard Diedough-Goo battle, though the Gedie Dough-Goo still retains its powerful hand drills and can use them in place of the standard foot stomp to beat Unite Guts.

This fight plays mostly the same across all difficulties, with the obvious differences in health and damage potential across the board, as well as your available arsenal.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:40	3:00	3:20	3:40	Very easy
Time	2:40	3:00	3:20	3:40	Easy
Time	2:40	3:00	3:20	3:40	Normal
Time	2:40	3:00	3:20	3:40	Hard
Time	2:40	3:00	3:20	3:40	101% Hard
Combo	800	700	600	500	Very easy
Combo	1000	900	800	600	Easy
Combo	1000	900	800	600	Normal
Combo	1000	900	800	600	Hard
Combo	1000	900	800	600	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



After Mission 7 is complete, drop off the roof to trigger the last mission of Operation 002-A.

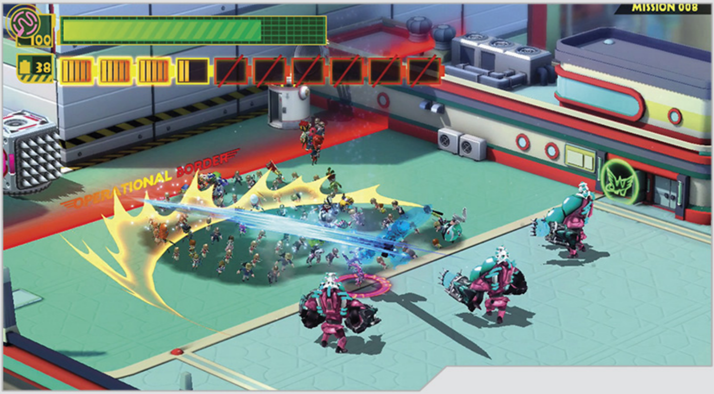
Mission 8

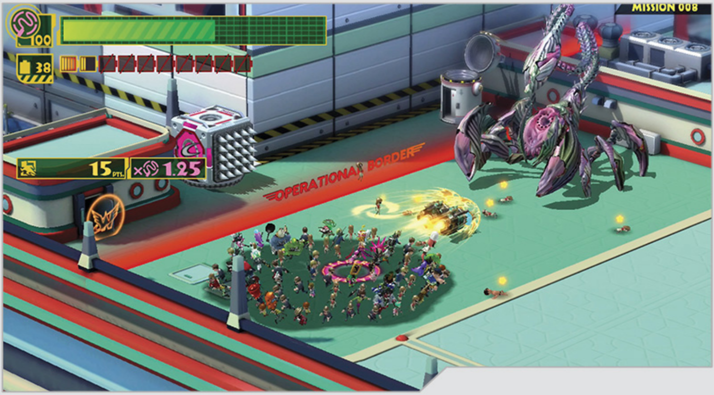
Medal Requirements

Enemies Present (All Difficulties)

Wave 1: Chew Dough-Goo x 3, Dough-Goo

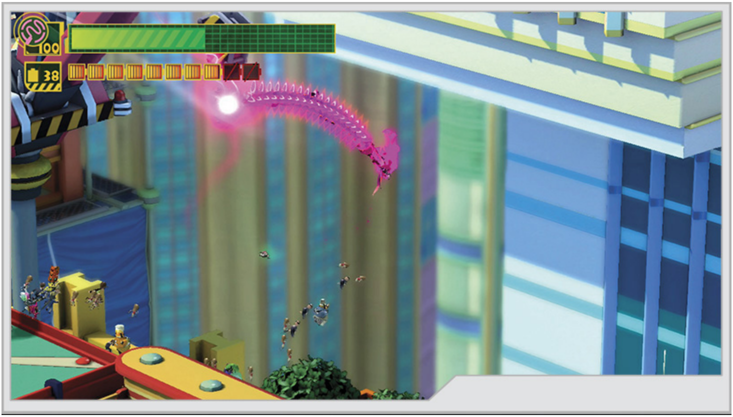
Wave 2: Dahkarts



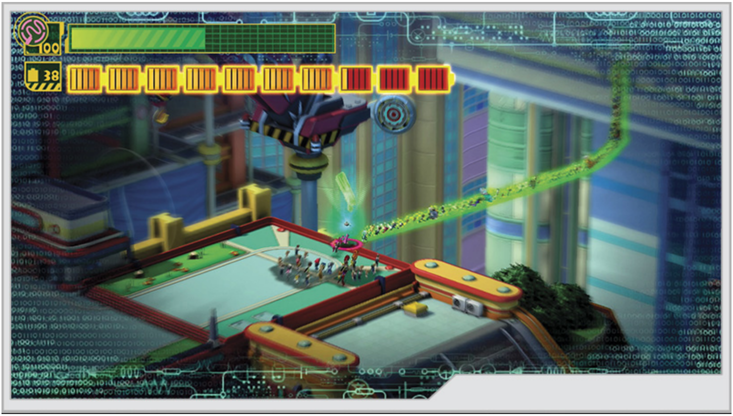


To make things easier for when the Dahkarts shows up, try to clear out the Dough-Goo summoned by the Chew Dough-Goo before finishing them off. The extra distraction can be costly while trying to contain the Dahkarts.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:40	2:00	2:20	2:40	Very easy
Time	1:40	2:00	2:20	2:40	Easy
Time	1:40	2:00	2:20	2:40	Normal
Time	1:40	2:00	2:20	2:40	Hard
Time	1:40	2:00	2:20	2:40	101% Hard
Combo	1500	1300	1100	900	Very easy
Combo	1800	1600	1400	1200	Easy
Combo	6000	5000	4000	3000	Normal
Combo	7000	6000	5000	4000	Hard
Combo	8000	7000	6000	5000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

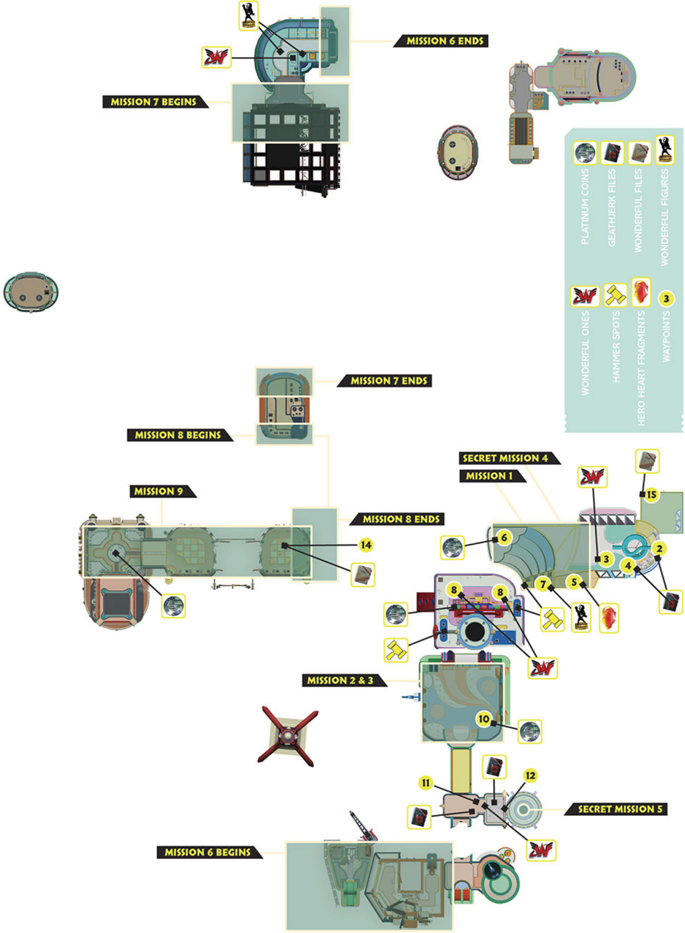


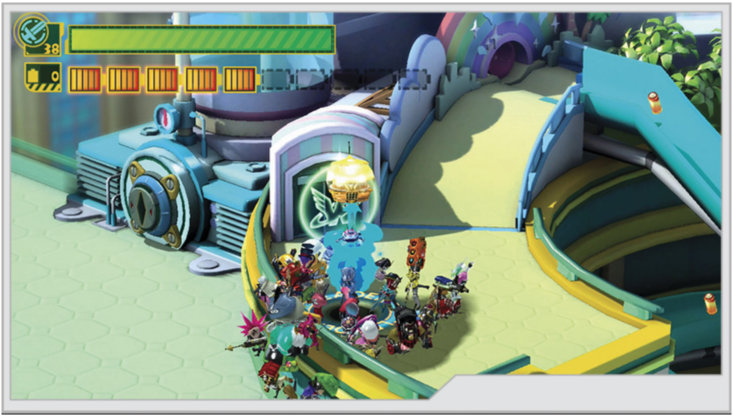
With Mission 8 out of the way, you need to head to the Wonderful Mart to complete this part of the operation. Stand on the roof of the building where you recovered a Platinum Coin [12], and use Unite Gun to shoot the target on the nearby construction crane. However, don't use Unite Whip to cross the chasm just yet!

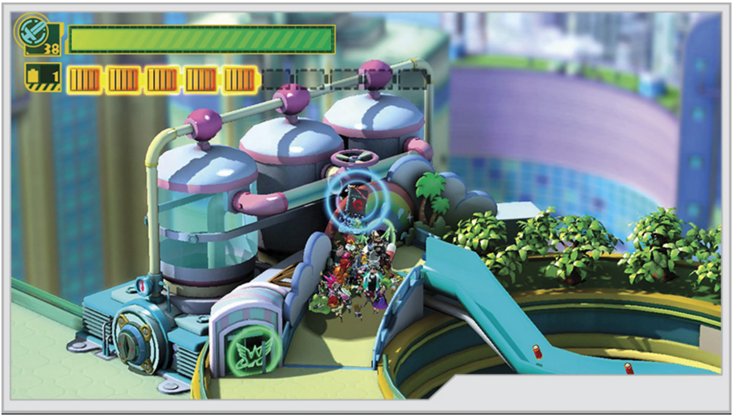


[13] Send a Wonder-Liner across the gap into an open window on the building across the gap to retrieve Wonderful File No. 5. Now you can use Unite Whip on the crane to cross the gap and complete the level.

Operation 002-B





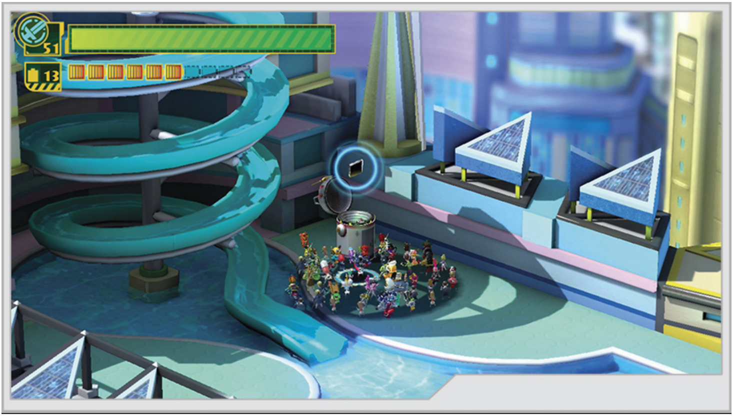


[1] [2] The level opens with your team in front of a water slide that you can activate by using Unite Sword on a specialized switch near the start point. However, ignore that at first, and send a Wonder-Liner into the pictured locations to uncover a food item and GEATHJERK File no. 8. You can't get the latter item if you activate the water slide first.

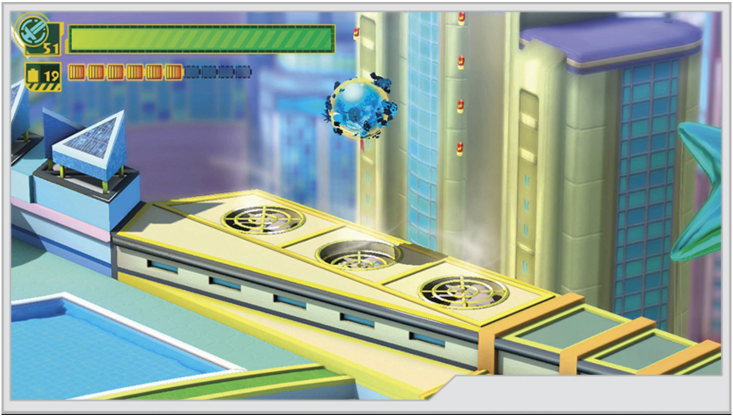
Tip

Ignore Immediate Peril, Enjoy Water Slide

Activate the water slide, then enjoy the ride down to the bottom. This is the first of two rides you need to take to earn the "Can We Take a Day Off?" Achievement. You'll know the second you see it.



[3] To the right of the slide exit is a group of civilians; among them is Wonder-Ribbon, waiting to join the team. [4] A nearby Wonderful Toilet also contains GEATHJERK File no. 7.



[5] Close to Wonder-Ribbon's location are three air vents with Wonderful Batteries hovering above them. If you turn into a large enough Unite Ball and roll onto the middle vent, you'll be launched up to receive a Hero Heart Fragment. You can also earn the Skyrocket! Achievement.

Mission 1

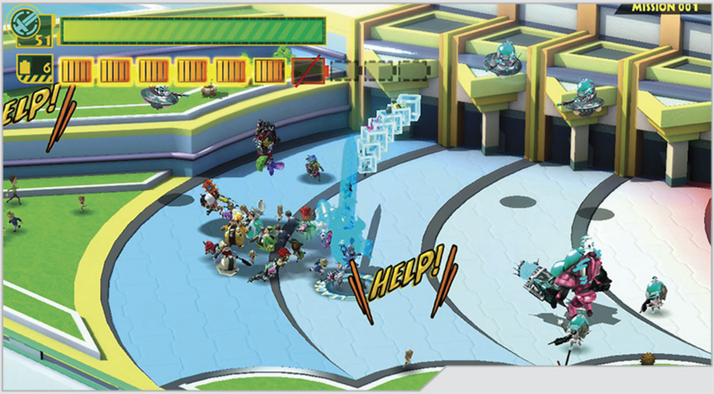
Medal Requirements

Enemies Present (Very Easy–Normal)

Wave 1: Chew Dough-Goo, Dough-Goo, You-Hough

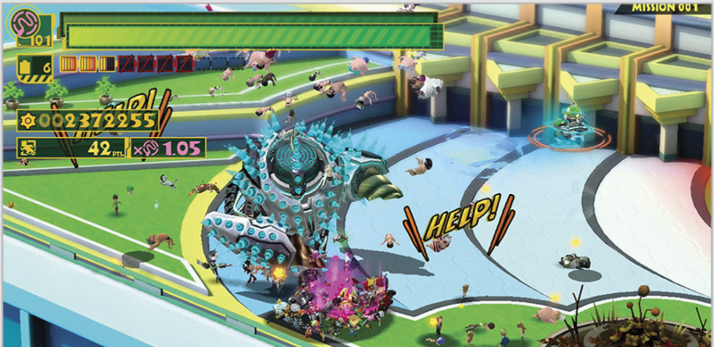
Enemies Present (Hard–101% Hard)

Wave 1: Gedie Dough-Goo, You-Hough

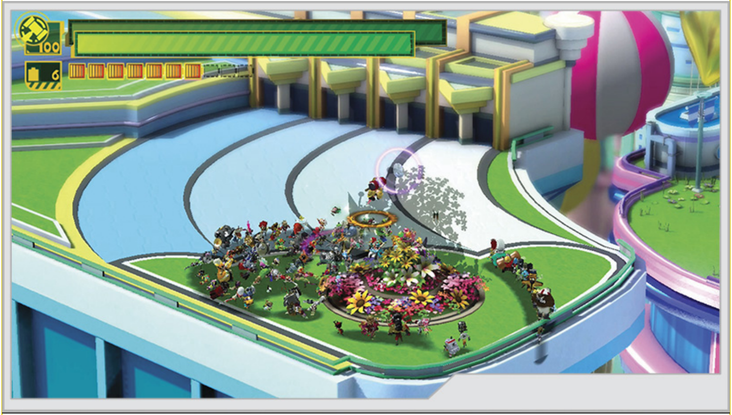


The harder part of this battle isn't necessarily dealing with the enemies but rather managing to score a high enough combo before you outright demolish this group. Consider letting the Chew Dough-Goo summon a squad of Dough-Goo to ensure you can meet the requirements. Just beware of the You-Hough trying to sneak in attacks while you're preoccupied.

Hard and 101% Hard Mode



The above sentiment can't be repeated for Hard or 101% Hard. Gedie Dough-Goo are great threats in their own right. The You-Hough can present a significant annoyance while you're busy trying to suppress the Gedie Dough-Goo. The Unite Whip, combined with the Unite Bomb, can keep your flanks clear while you focus on the primary threat. It might also be worth sniping the You-Houghs with Unite Gun, just to get them out of the fight earlier.



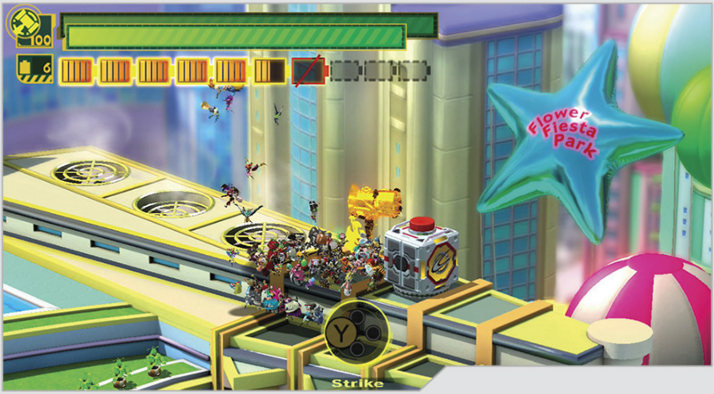
Revive this flower bed [6] with the Wonder-Liner for a Platinum Coin.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:40	2:00	2:20	2:40	Very easy
Time	1:40	2:00	2:20	2:40	Easy
Time	1:40	2:00	2:20	2:40	Normal
Time	1:40	2:00	2:20	2:40	Hard
Time	1:40	2:00	2:20	2:40	101% Hard
Combo	100	90	80	70	Very easy
Combo	120	110	100	90	Easy
Combo	1500	1200	800	600	Normal
Combo	1500	1200	800	600	Hard
Combo	1500	1200	800	600	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy

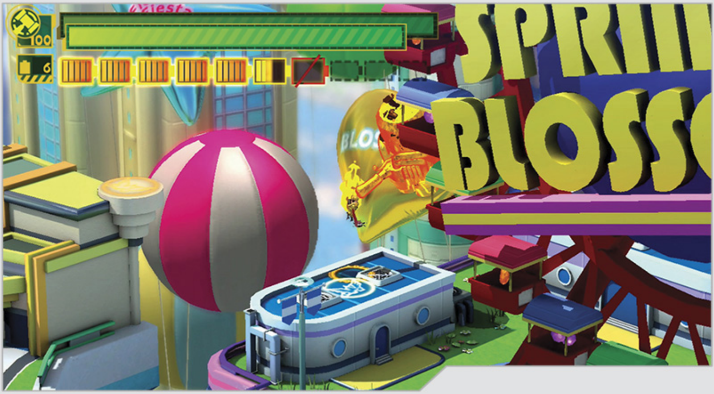
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

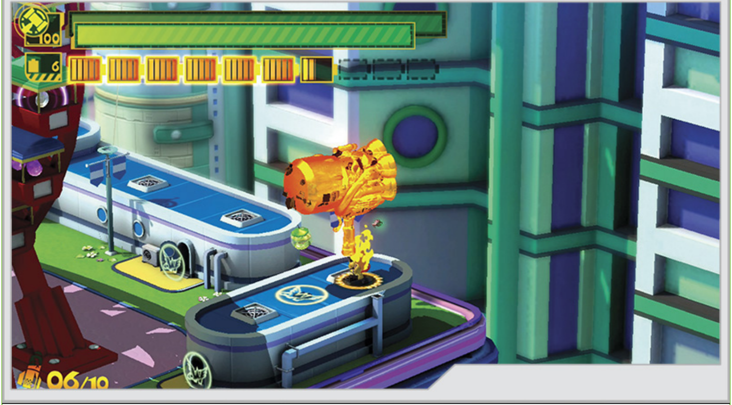
Tip

You’ll Be Back

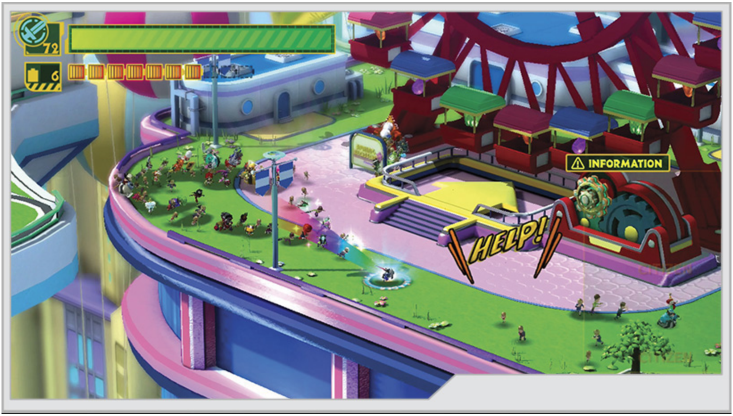


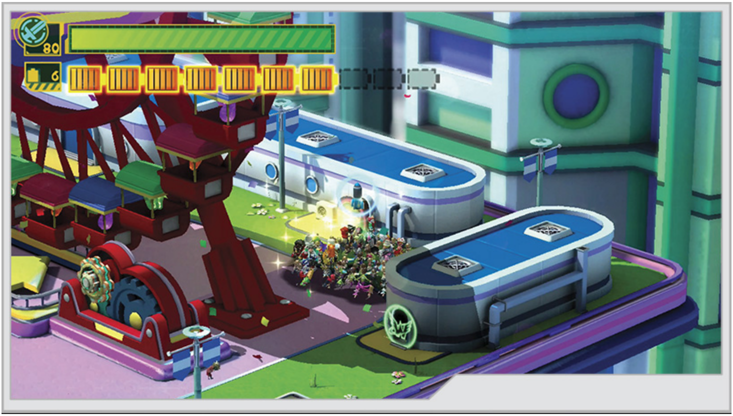
[7] Wonder-Hammer gets a lot of use in this area and the area around the Ferris wheel. On the small rooftop overlooking the Platinum Coin flower bed, a yellow supply box will appear once you have Wonder-Yellow; recover Wonderful Figure No. 97 from here. Next to it is a hidden food item you can hammer out of the ground.



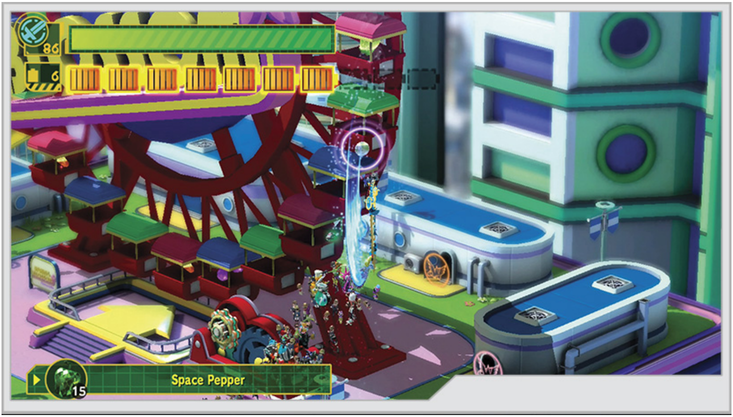


Check the roofs of the small blue buildings to the left and right of the Ferris wheel; you can hammer them for more hidden food items.

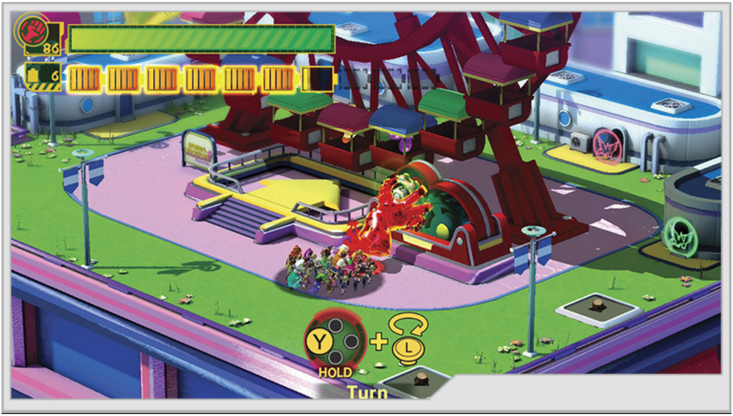


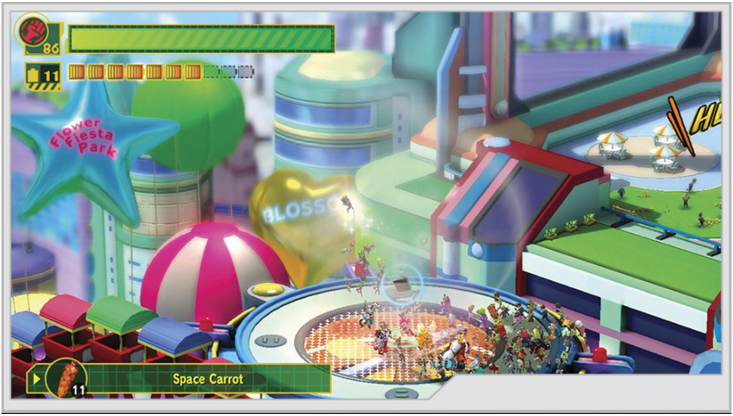


[8] Two more Wonderful Ones, Wonder-Pierrot and Wonder-Wonderland, are among the civilians gathered around the Ferris wheel. You can also send a Wonder-Liner into the doors of the small blue buildings around the Ferris wheel to recover some extra items.

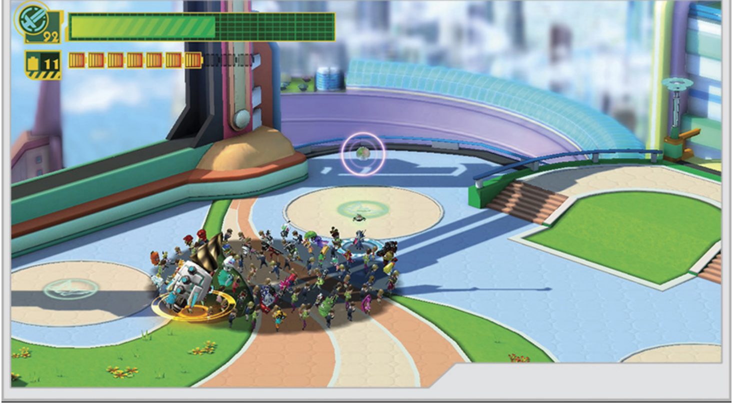


The Ferris wheel also contains a Platinum Coin, which you can retrieve by riding in the Ferris wheel or by using Wonderful Rising with either Unite Sword or Unite Hand to get the height necessary to reach it.





To ride the Ferris wheel, twist the valve at its base with Unite Hand, then climb aboard. You'll reach a fan platform at the top of the ride [9], where you'll automatically jump out. Wrap the fan grating with a Wonder-Liner to earn GEATHJERK File No. 5.



Just before Mission 2 begins, you can stand at the edge of the courtyard and send a Wonder-Liner around three tan circles on the ground. [10] One of these contains a Platinum Coin.

Mission 2
Medal Requirements
Enemies Present (Very Easy–Normal)
Gedie Dough-Goo, Dough-Goo
Enemies Present (Hard–101% Hard)
Ankho

MISSION 002
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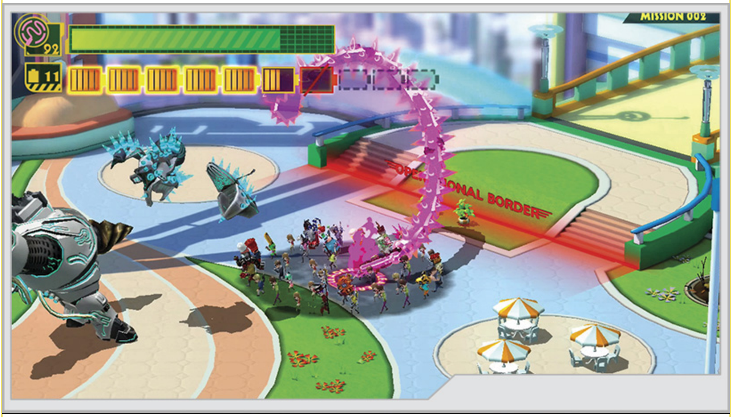
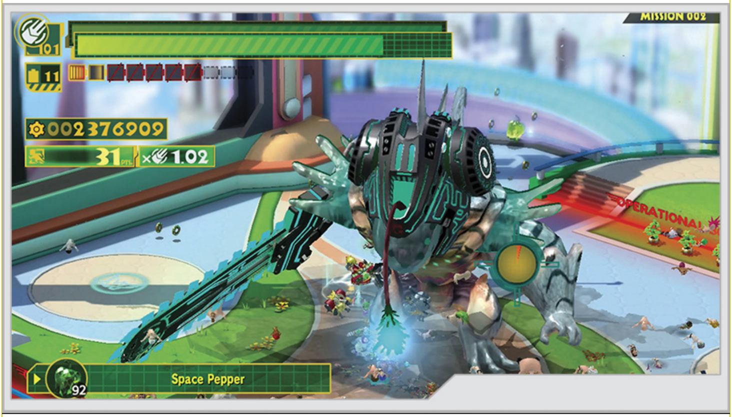


There is plenty of space to work with, so the Gedie Dough-Goo shouldn't be able to easily reach you without walking into a Unite Whip flurry.

Hard and 101% Hard Mode



Advanced players on Hard to 101% Hard have had experience fighting Ankho supported by multiple enemies. One by itself in open terrain is only truly dangerous when you're still outside of your own melee range. Get close to it and lock it up with constant pressure from the front with Multi Unite Morphs while you flank it personally for a pincer attack. Unite Bombs can further control the fight well before it gets started.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:50	2:10	2:30	2:50	Very easy
Time	1:50	2:10	2:30	2:50	Easy
Time	1:50	2:10	2:30	2:50	Normal
Time	1:00	1:20	1:40	2:00	Hard
Time	1:00	1:20	1:40	2:00	101% Hard
Combo	800	700	600	500	Very easy
Combo	1000	900	800	700	Easy
Combo	2500	2000	1500	1000	Normal
Combo	2500	2000	1500	1000	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Mission 3

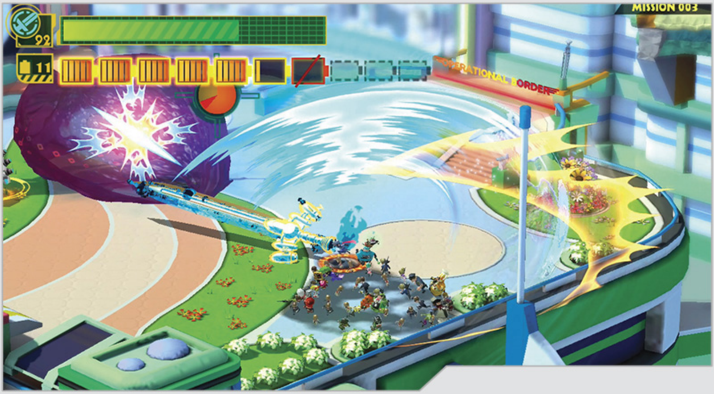
Medal Requirements

Enemies Present (All Difficulties)

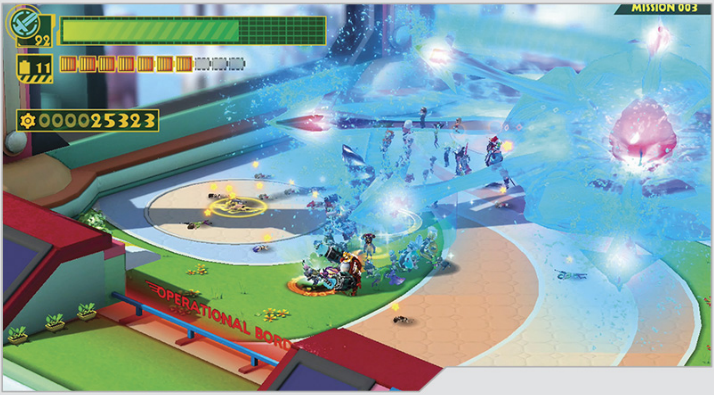
Nyerk

GEATHJERK Encounter: Nyerk

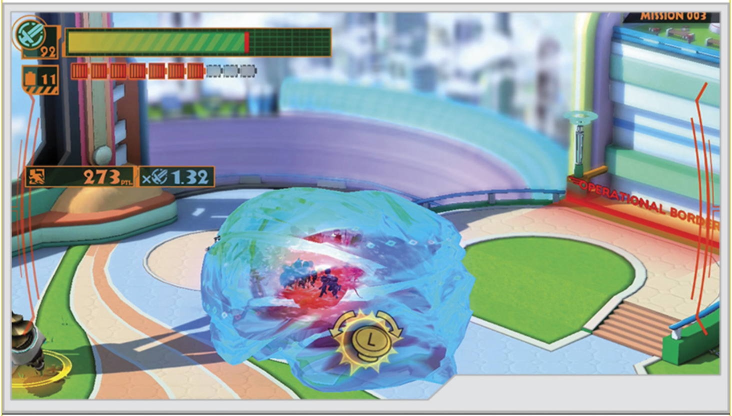
A sluggish, pseudo-sentient space slime salivating for Shirogane-powered CENTINEL Suits, the Nyerk absorbs organic material that contacts its exterior. Most Unite Morphs can't maintain coherence after touching a Nyerk, and the primary weakness is the core buried at the center of the creature. Fast, piercing strikes are the only solution here.



After the Nyerk is deployed, switch to the biggest Unite Sword you can summon. The sword can cut through the Nyerk's slime to strike the core directly. The Nyerk can absorb a Wonderful One on contact, which means you'll have to manage your distance to the beast, as it will crawl, leap, and lunge toward you. It can extend lethal spikes all around it, but this attack is heavily telegraphed, so you can Unite Spring or sprint to safety.



Nyerks can generate powerful laser blasts, which are easily reflected by the Unite Sword.



Should a Nyerk contact you, you'll be sucked inside and start losing health. You can struggle free, but be sure that in your haste to shake free you don't land back inside its clutches.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:20	1:40	2:00	Very easy
Time	1:00	1:20	1:40	2:00	Easy
Time	1:30	1:50	2:10	2:30	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	2:00	2:20	2:40	3:00	101% Hard
Combo	400	300	200	100	Very easy
Combo	500	400	300	200	Easy
Combo	1500	1200	800	600	Normal
Combo	1500	1200	800	600	Hard
Combo	1500	1200	800	600	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

After finishing off the Nyerk, return to the site of Mission 1 for Secret Mission 4.

Secret Mission 4

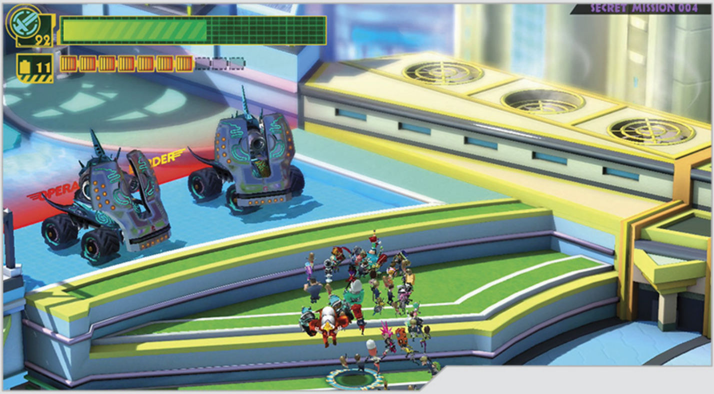
Medal Requirements

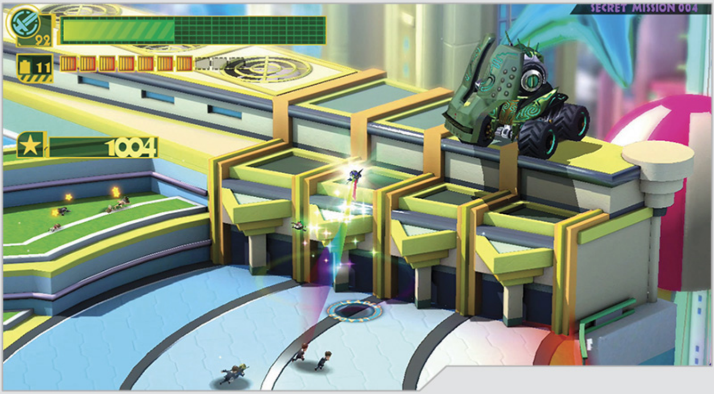
Enemies Present (Very Easy–Normal)

Hoedown, Raydown x2

Enemies Present (Hard–101% Hard)

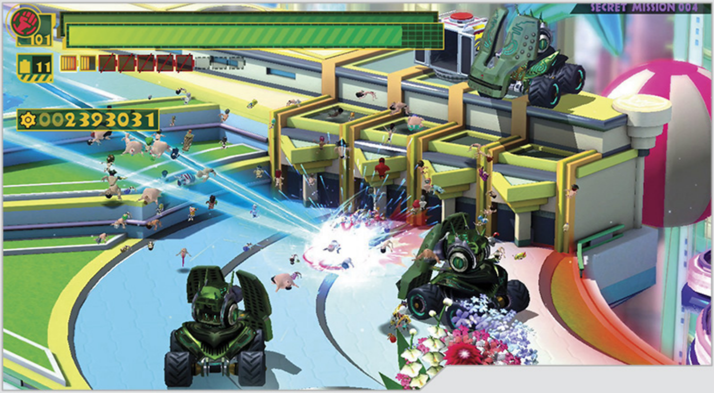
Hoedown x3, Raydown x2





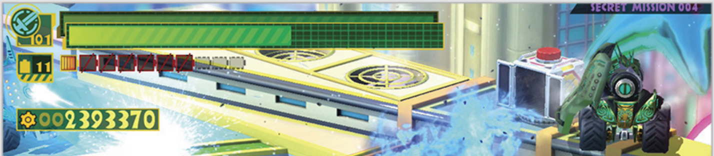
As soon as you reach the Mission 1 platform after bactracking from Mission 3, you're assailed from elevated positions by two Raydowns and a Hoedown. This can be a tricky combination of enemies to deal with, as all three have good lines of sight across almost the entire battlefield. No matter where you flee, you will almost always be in sight of at least one of these enemies.

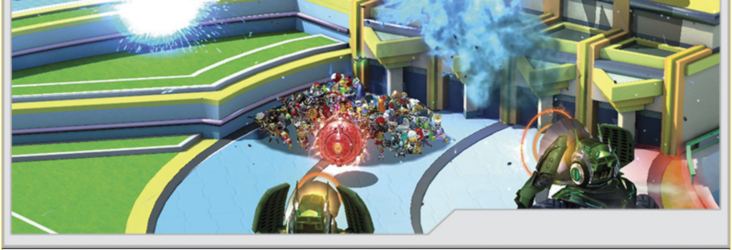
Hard and 101% Hard Mode



In addition to the enemies on the high ground, the higher difficulty version of this mission adds two more Hoedowns on the ground level, meaning there are next to no safe spots to use. The Hoedowns and Raydowns will alternate their fire—it will be tough to Unite Guts cannon shells and reflect lasers.

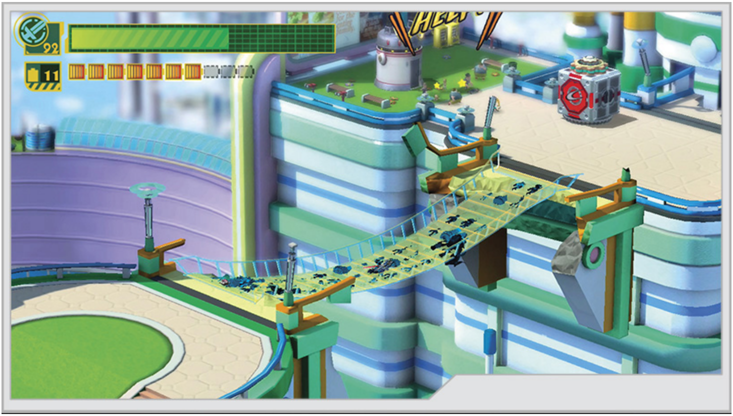
To make things easier, this battle requires a bit of preparation. Before you even jump into the mission zone, switch to a Unite Bomb–capable leader, and then use Unite Camp to overcharge the Unite Gauge. Jump into the arena and immediately Unite Bomb the two Hoedowns closest to the flower bed [6]. Switch to Unite Hammer, and hopefully you have enough overcharge to last through several full power swings that will break their armor. These guys ideally go down first.



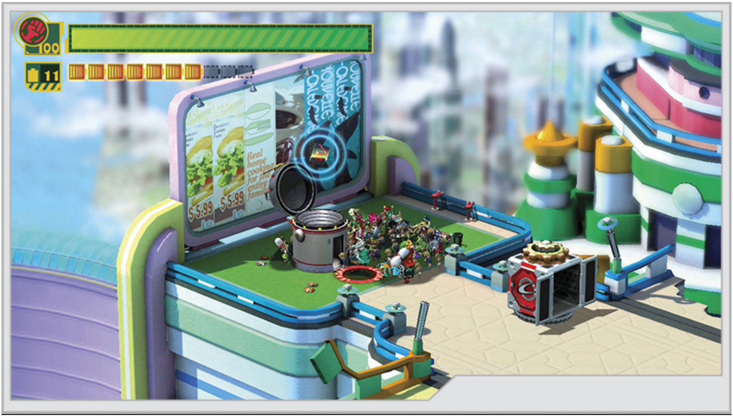


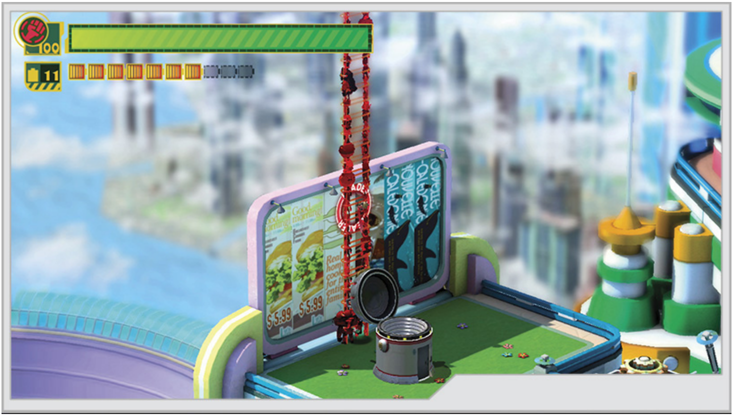
The goal here is to turn this battle into being more like the easier version as early as possible. If you take out those two Hoedowns, you only have one more on the roof to the right of the flower bed and the two Raydowns closest to the water slide. You can then use the rejuvenated flowers as cover from the Hoedown's shots while you concentrate on defending against the Raydowns, or you can use the flowers as cover against the Raydowns. Whatever you do, you can effectively work this mission out as you did on lower difficulties at this point.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:00	2:20	2:40	3:00	Very easy
Time	2:00	2:20	2:40	3:00	Easy
Time	1:50	2:10	2:30	2:50	Normal
Time	5:00	5:20	5:40	6:00	Hard
Time	5:00	5:20	5:40	6:00	101% Hard
Combo	2000	1600	1200	800	Very easy
Combo	2200	1800	1400	1000	Easy
Combo	2400	2000	1600	1200	Normal
Combo	3000	2500	2000	1500	Hard
Combo	4000	3000	2000	1000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



Head back up to the Mission 2 and 3 zones to cross the broken bridge. On the other roof [11], you can find a red supply box with GEATHJERK File no. 4; a Wonderful Toilet with GEATHJERK File no. 44; and, among the civilians there, Wonder-Cheerleader.





But that isn't all there is. Using the sign behind the Wonderful Toilet [12], you can create a ladder that will take you to a hovering platform that contains a portal to Kahkoo-Regah. You need 100 heroes on your team in order to make this ladder though.

Secret Mission 5

Medal Requirements

Enemies Present (Normal)

Wave 1: Dough-Goo x9, Gehdown x2

Enemies Present (Hard–101% Hard)

Wave 1: Dough-Goo x9, Gedie Dough-Goo x2

Wave 2: Gehdown x3

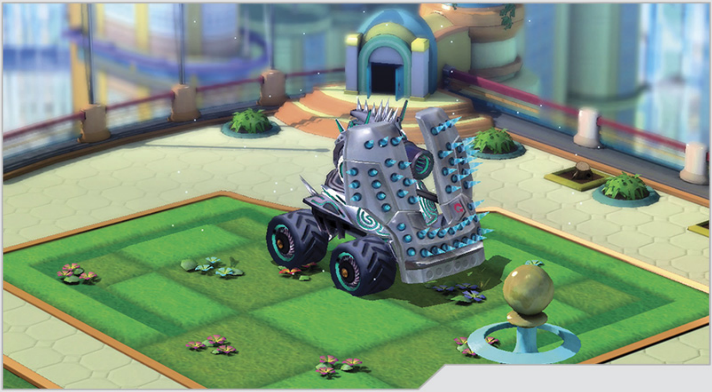
Reward for Completion

Normal Mode: Figure No. 79

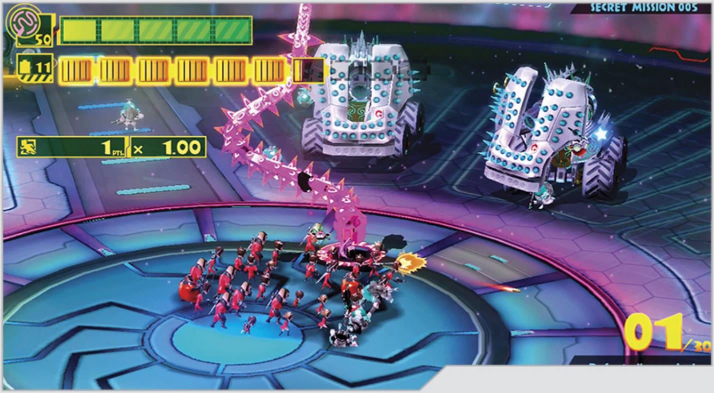
Hard Mode: Figure No. 90

101% Mode: Figure No. 107

GEATHJERK Encounter: Gehdown



The final variant of the Hoedown light tank, the Gehdown incorporates the same armor technologies found on the Gedie Dough-Goo, along with deadly enhanced main guns. Their armor is indestructible by most of the means available to the Wonderful 100, but it can be ripped apart by Wonder-Whip.



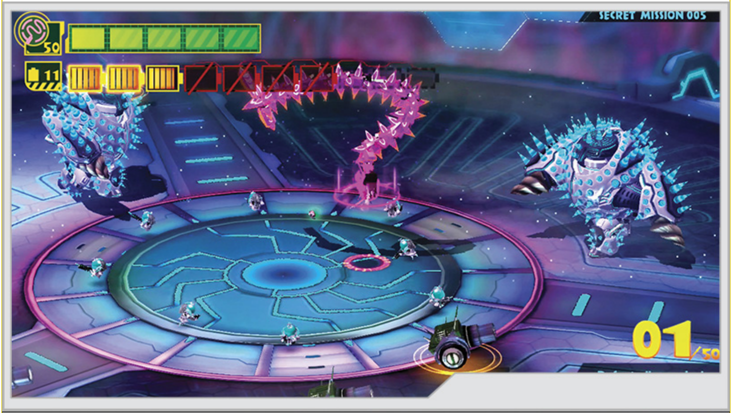
Until the Gehdown's shields are pulled off by Unite Whip, they are effectively untouchable from in front even by the various cannons left lying around the arena. Explosives you reflect with Unite Guts can't break their shields either. You can use Custom Blocks like Hero Time or Hero Sense to help you flank the Gehdown with a cannon and blast them, but it's not a reliable method to fight them. Try to get them to face you single file so they can't both shoot you, and rip off their shields with Unite Whip. You can Unite Guts their air stomps, but if they dash at you on the ground, your only choice is to not be in the way.

Of course, you still have those Dough-Goo to contend with. The early parts of this battle might be frantic as you run around trying to get a good position.

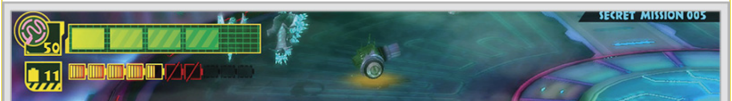
If you're having trouble handling this mission on your first playthrough, come back after you've brought Wonder-Black onto the team. The Unite Bomb is essentially the best way to tear off Gehdown armor with less hassle, and Hero Time or Hero Sense can make it easier to get in close.

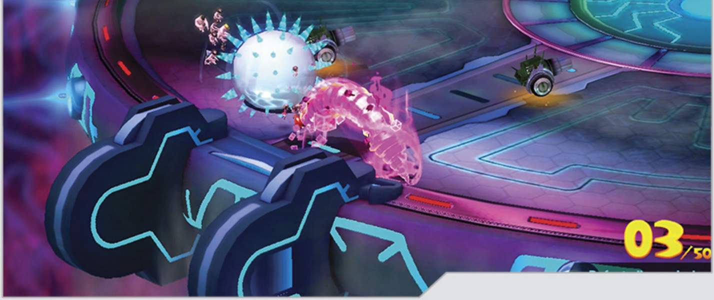
There isn't anything you can do to change one of the toughest aspects of the mission: a hard limit to how many Unite Morphs you can use. On both versions of this mission, you can only use 50 total morphs, whether it's creating Unite Whip to attack or using one Unite Guts or Unite Spring to defend yourself.

Hard and 101% Hard Mode

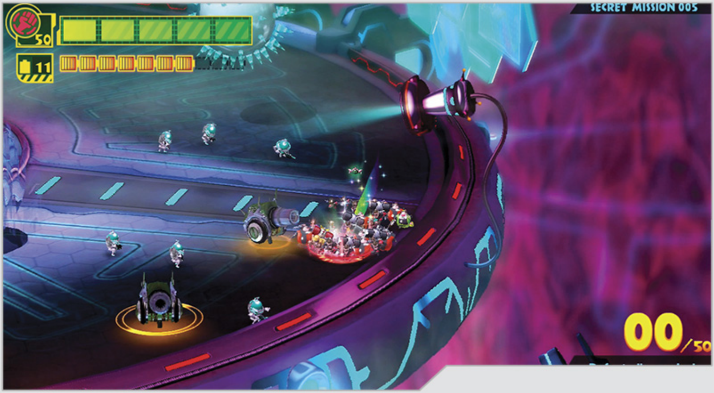


Take the easier version of this mission, and make the two Gehdown into a pair of Gedie Dough-Goo. You also have to worry about the Dough-Goo, but not in the way you expect. If all the Dough-Goo are defeated, three Gehdown spawn in their place, which can be...taxing. Very, very taxing.

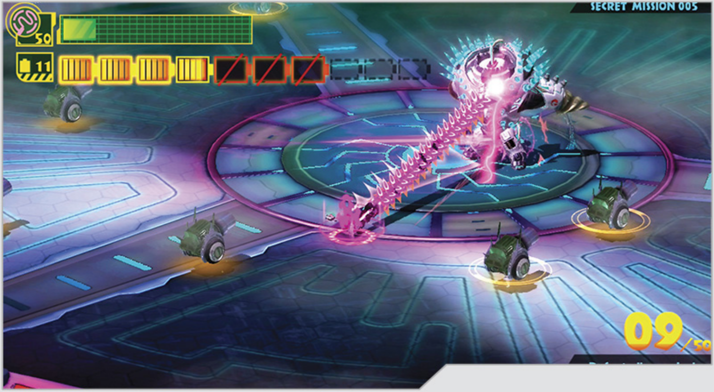




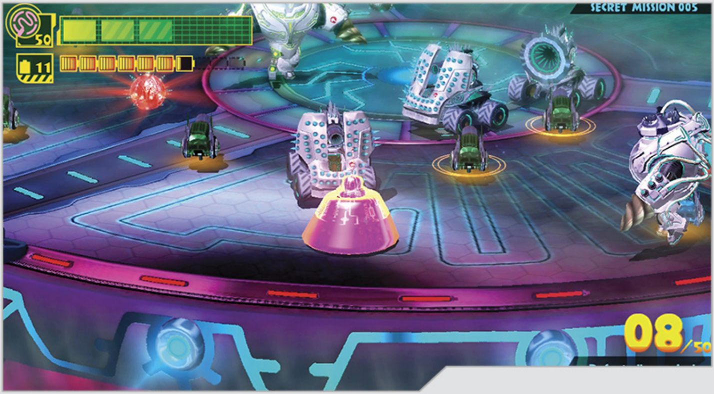
The goal here is to remove the armor on the Gedie Dough-Goos WITHOUT killing the Dough-Goo. This is best managed by the use and abuse of Hero Time and properly timed Unite Springs. The nice thing about Gedie Dough-Goo is that their spikes count as an active threat at all times, so if you stray close to one, immediately Unite Spring; if you were close enough, you will trigger Hero Time. This lets you get many Unite Whip strikes and hopefully remove their armor expediently. Without their armor, you can finally start getting some hostiles off the field.



Try to stay on the edges of the arena, traveling around in the direction you prefer. If you can get the Gedie Dough-Goo to follow you more or less in single file, you can hit both with the Unite Whip. Even if you can pull the armor of only one enemy at a time, hitting both simultaneously might stagger both, giving you some breathing room to work with.

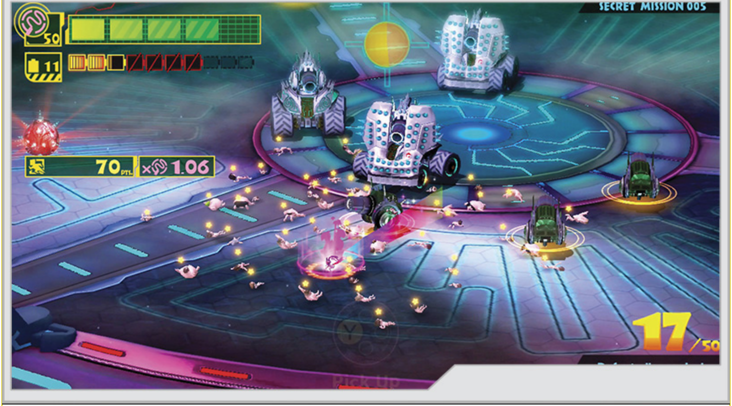


Don't mess around with traditional melee to finish off the Gedie Dough-Goos once their armor is gone; there are cannons littering the field for a reason. Don't rely on the beam cannons (the blue-tinted cannons) to do the job, though; the basic cannons will be faster.



The Unite Bomb can be a huge help, but it is also fairly expensive to keep using early on when you have no real way to quickly regenerate Unite Gauge, which you need to save for creating larger Unite Whips that can take off the spike armor faster.

Should the Gehdown become involved before you're ready, things get frantic, but they can be manageable if you're an ace with Unite Spring and are using Hero Time. Hero Sense also works, but like Unite Bomb, it's just too costly to your Unite Gauge, especially during a battle that relies on your management of it.



Even if you wipe out the Gedie Dough-Goo before the Gehdowns arrive, you're not out of the woods just yet. You might consider switching on Hero Sense. So long as you have Unite Whip of any size, you can yank off the Gehdown's armor, and Hero Sense can give you those windows of opportunity you need. Keep Hero Time active as well to further slow the action down. The hardest part about the Gehdown group is that there are three and that there is so much you can't block with Unite Guts until you take out their armor. After you take out at least one, the battle becomes significantly easier to manage.

This battle will take practice. That practice WILL tank your overall score for the operation. It's all very manageable with that practice, though.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:20	1:40	2:00	2:20	Normal
Time	14:00	14:30	15:00	15:30	Hard
Time	14:00	14:30	15:00	15:30	101% Hard
Combo	2000	1500	1000	500	Normal
Combo	5000	4500	3500	2500	Hard
Combo	5000	4500	3500	2500	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard

As you leave behind the rooftop with the Wonderful Toilet, an old friend decides to make an appearance.

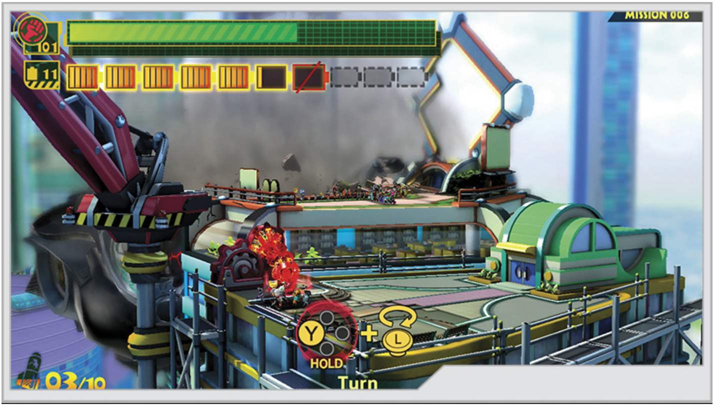
Mission 6

Medal Requirements

Enemies Present (All Difficulties)
Gah-Goojin

101
11
MISSION 006

Run—it's the only option. There are no important collectibles to worry about during this mission. If Gah-Goojin catches up, you'll take damage and have to restart the sequence you failed.



MISSION 006
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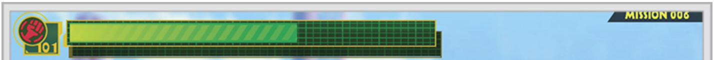
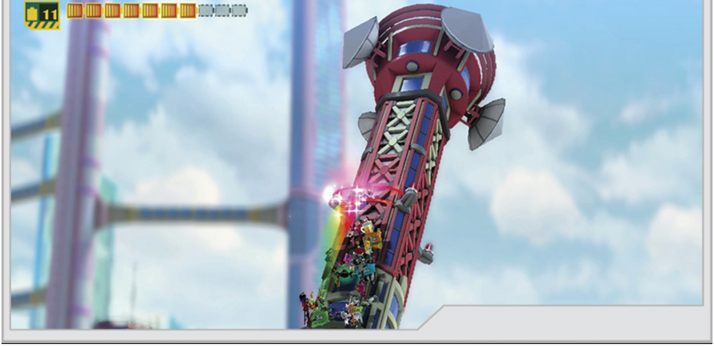
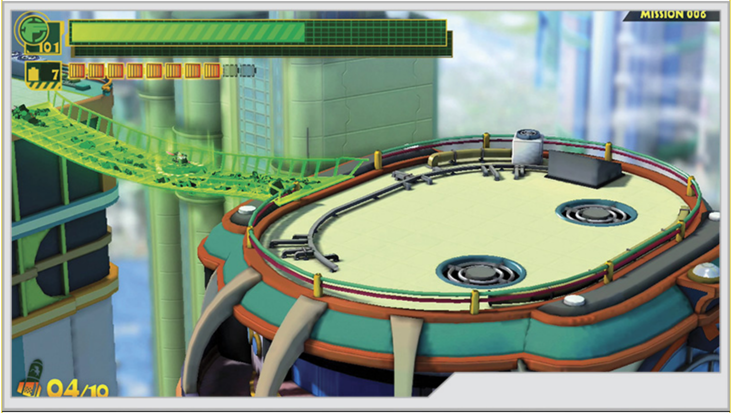
03/10

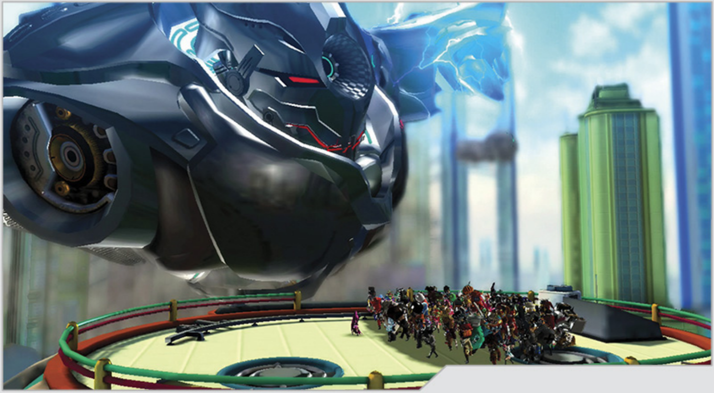


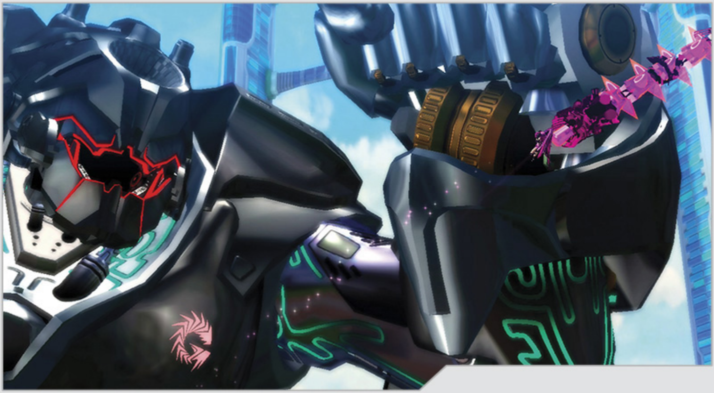


Eventually you will reach a crane. Use Unite Hand to twist a valve, bringing a set of girders to you. Jump onto the girders, then jump away from them to start a long sequence of quicktime events that involve running up a collapsing tower and using Unite Gun to blast apart a building Gah-Goojin is trying to throw at you.



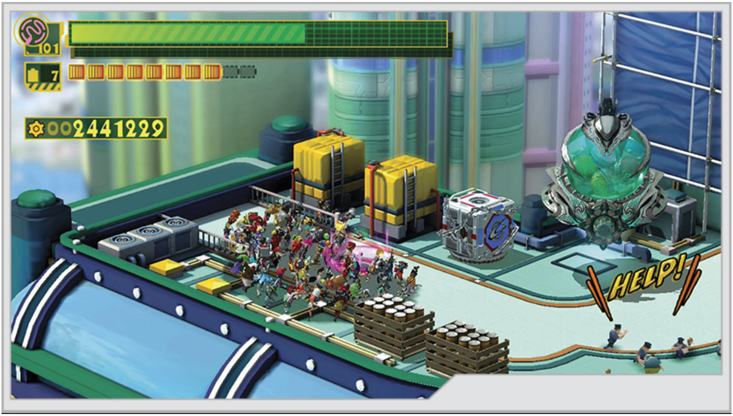
The chase doesn't end there. After another short sprint with the giant mech on your heels, you must bridge a gap to reach a faraway rooftop.

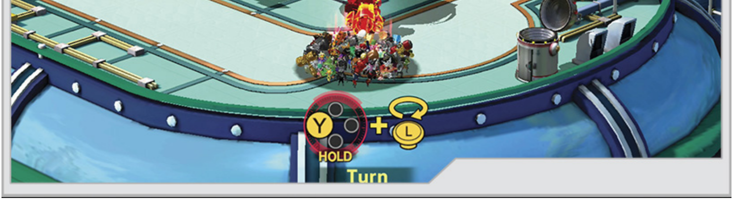




Gah-Goojin manages to catch up, but one Unite Whip and Wonder-Jump later, the mech stops being a problem, for now.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:40	2:00	2:20	2:40	Very easy
Time	1:40	2:00	2:20	2:40	Easy
Time	1:40	2:00	2:20	2:40	Normal
Time	1:40	2:00	2:20	2:40	Hard
Time	1:40	2:00	2:20	2:40	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





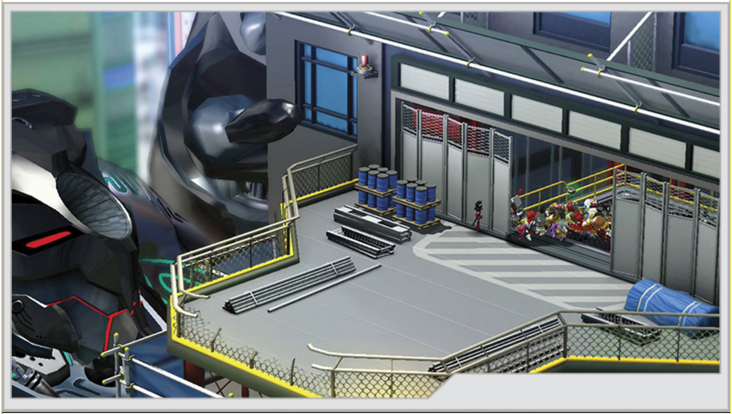
[13] After surviving Mission 6, take the time to loot this new rooftop. The blue supply box contains Wonderful Figure No. 30, the Wonderful Toilet near it has Wonderful Figure No. 28, and the Gatcha is holding Wonder-Shopping prisoner. You can then Unite Build a ladder up the blue tarp marked by batteries to reach the next mission start.

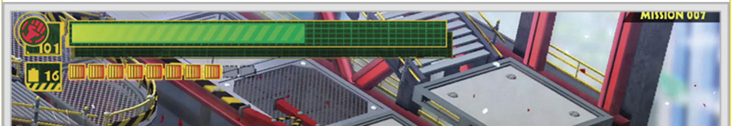
Mission 7

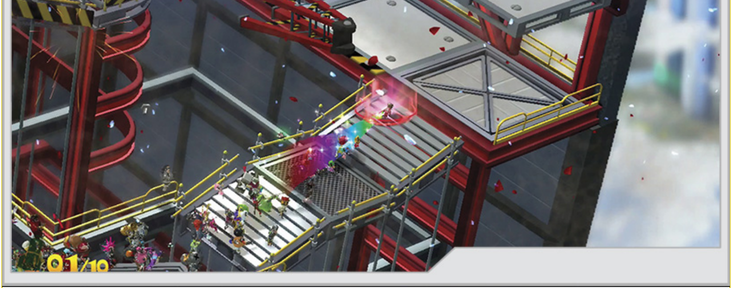
Medal Requirements

Enemies Present (All Difficulties)

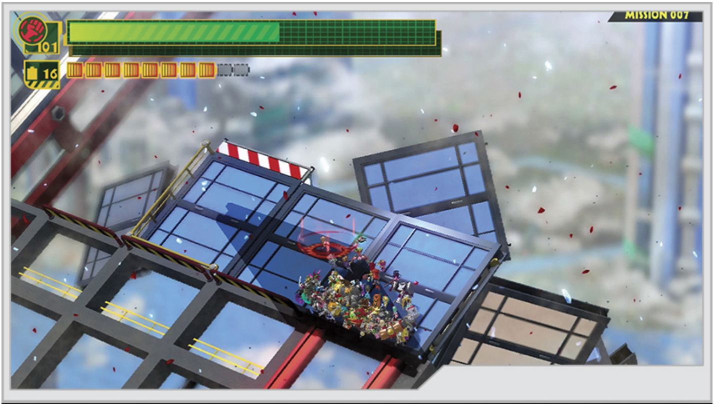
Gah-Goojin







Another race against time. Gah-Goojin starts to bring down the building, leaving you no choice but to run inside and up the collapsing stairwells and walkways as you try to get to safety. In your rush, be mindful of sections of walkway that collapse in front of you, and be ready to make the jump.



MISSION 007
101
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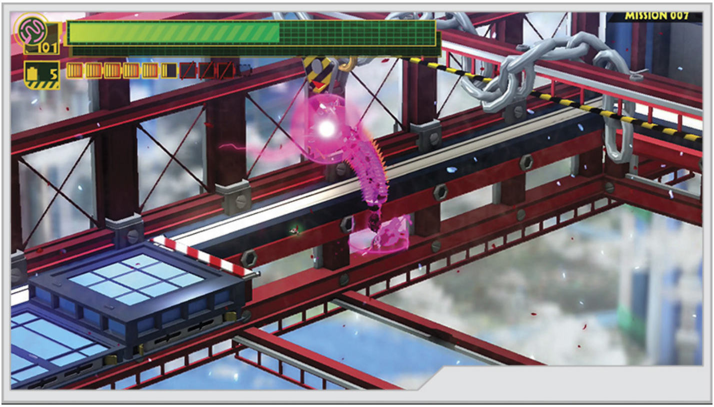
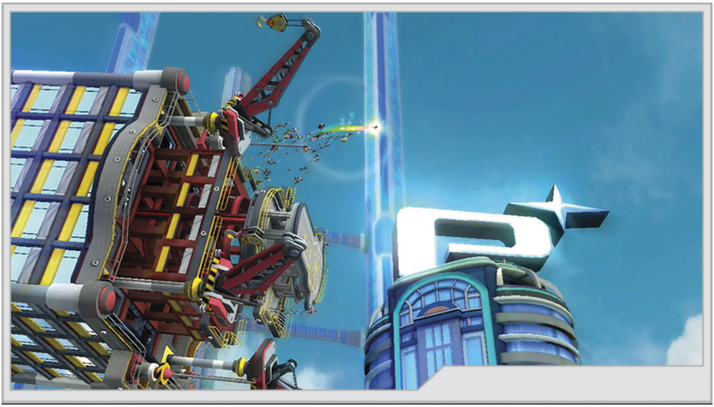
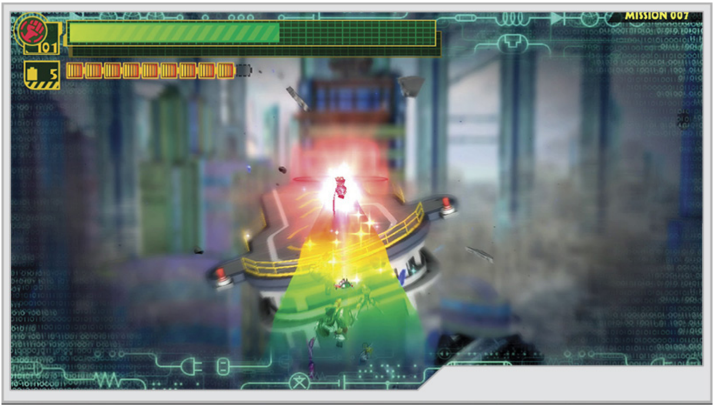


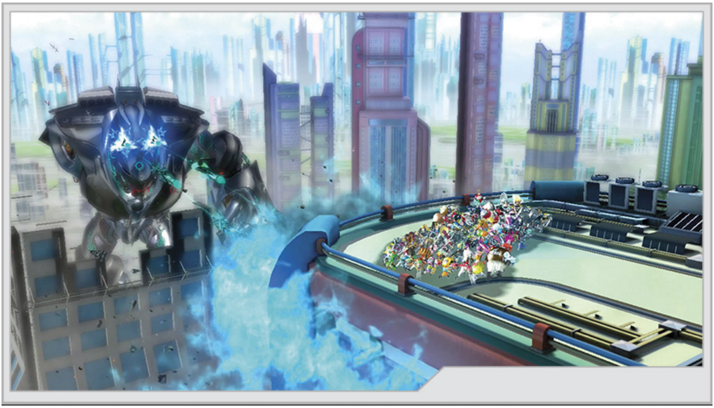
Eventually you reach a dead end as the building rolls onto its side. You have to bridge across the collapsing glass to reach a new path, just as the building rolls again. Follow that short path until you reach another chasm. Unite Whip can latch on to hooks hanging from above and swing you to relative safety.

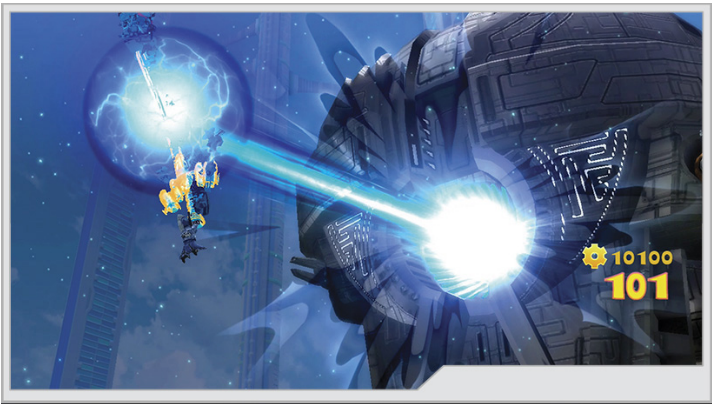




As you get back outside the building, Gah-Goojin throws it, forcing you to Wonder-Jump to safety. From there, you must leap across a series of falling platforms until you are prompted to create the Unite Glider.

101
5
MISSION 007





The Glider trip is uneventful, leaving you to gather the clusters of Wonderful Batteries in the air. When you land, however, a Cough-Foon decides to greet you with a face full of laser. Return it to sender with Unite Sword to put this mission to an end.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:00	2:20	2:40	3:00	Very easy
Time	2:00	2:20	2:40	3:00	Easy
Time	2:00	2:20	2:40	3:00	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	2:00	2:20	2:40	3:00	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	200	400	600	Hard
Damage	0	200	400	600	101% Hard

101
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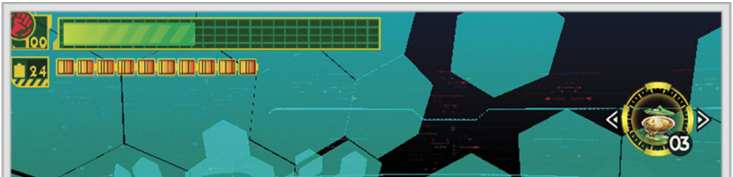
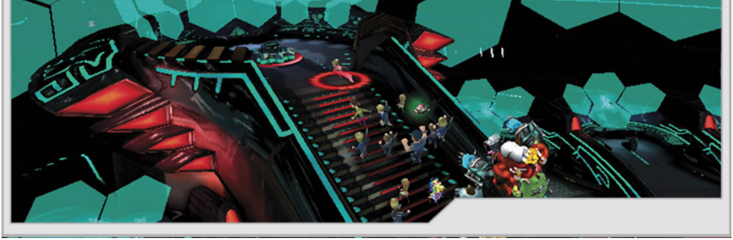
002446706
NOW LOADING...





The roof you've landed on is devoid of collectibles. However, the Cough-Foon has crashed nearby, and its access hatch is open. When you climb inside, the action shifts to the GamePad. Inside the ship's command room, you will find a valve to twist with Unite Hand, bringing the Cough-Foon back to life and activating a set of controls in the middle of the room.

Mission 8

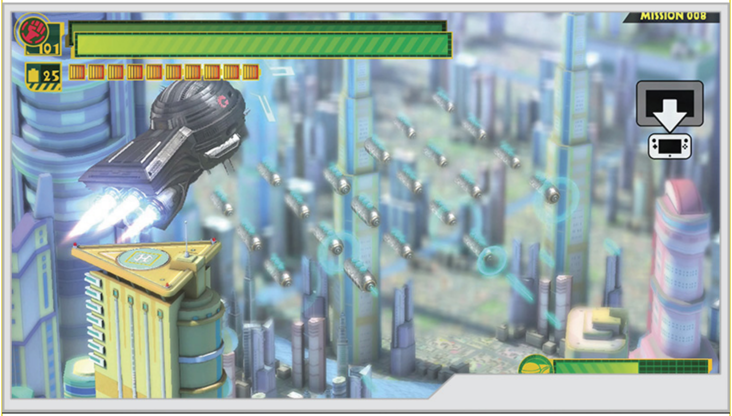
Medal Requirements

Enemies Present (Very Easy–Normal)

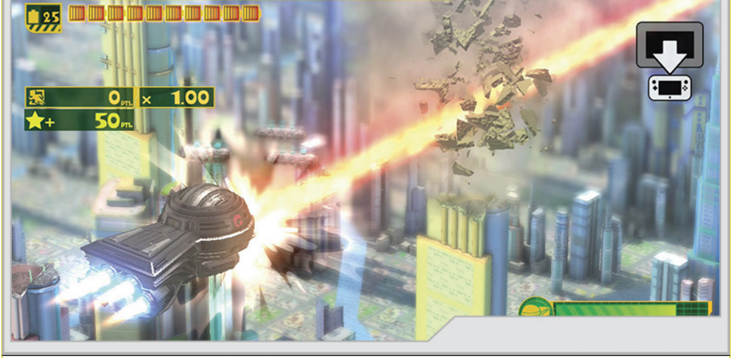
Cough-Foon, Hah-Markee, Hoedown

Enemies Present (Hard–101% Hard)

Cough-Foon, Hah-Markee, Diedough-Goo

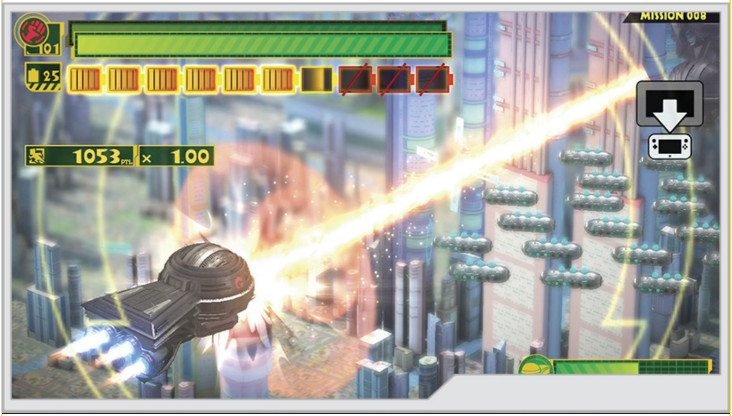


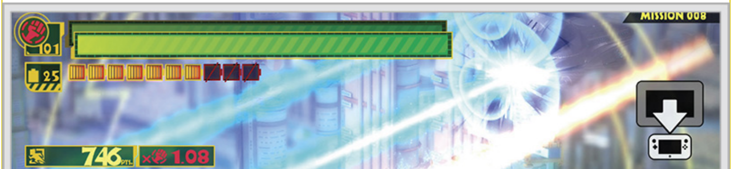
MISSION 008
101

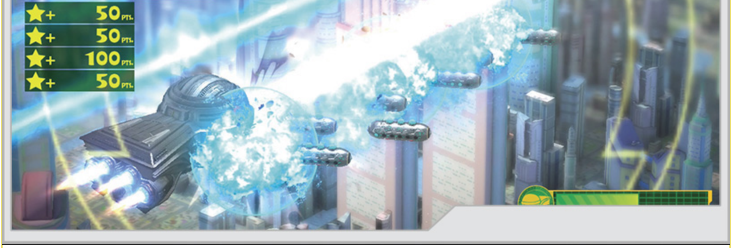


The controls to the Cough-Foon are actually quite simple. The four buttons are arrayed as follows: The top button, toward the front of the ship, fires the main gun. The left and right buttons move the ship in those directions, while the button at the rear of the ship causes it to jump, allowing it to shoot targets (or crash into targets) on a higher elevation. You must move your team onto the button you want to use.

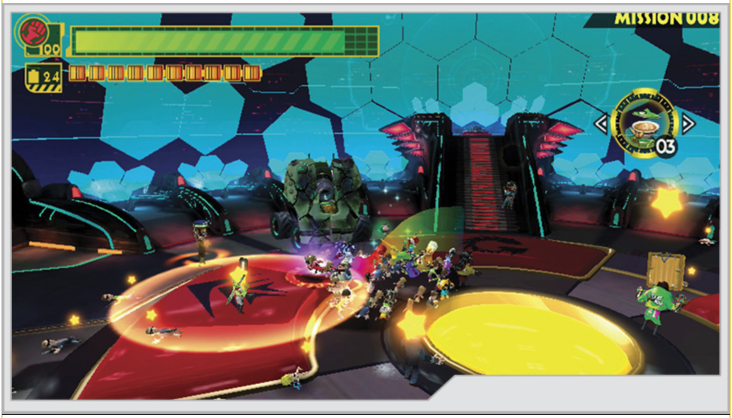
The Cough-Foon's beam has a short cooldown that prevents continuous fire, so time your shots well. Don't be afraid to use the jump function, as it also propels you forward faster, which will help you stay under your target rank time.



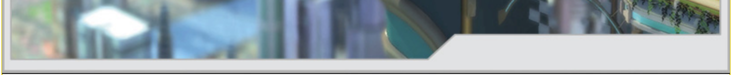




The goal here is simple: survive the ride. By default, the action outside of the ship is played on your TV, while the bridge controls are on the GamePad. This can be switched around if you wish. Blast all of the Cough-Foon and Hah-Markees that you can, while avoiding crashing into buildings or getting shot by hostile Cough-Foon beams.



Things get interesting midway into the mission, as a Hoedown teleports into the ship's command bridge. Deal with this distraction as quickly as possible, as the action on the outside is not going to stop while you handle the invader.

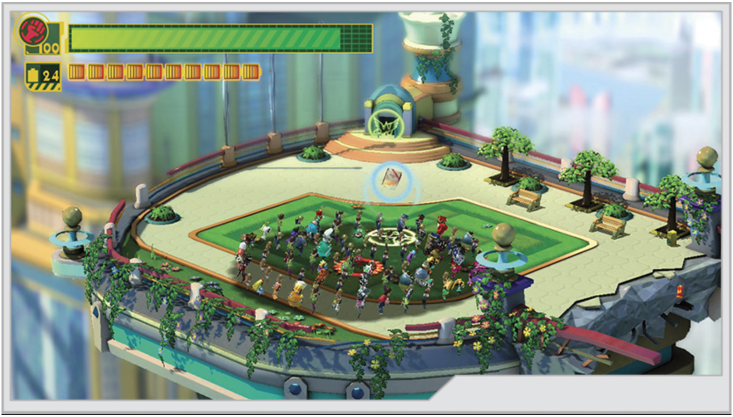


Eventually, the ship reaches its final destination, announced by exploding over another rooftop. The team lands safe and sound, and the mission is complete.

Hard and 101% Hard Mode

On Hard and 101% Hard, the ship is boarded by a Diedough-Goo as opposed to a Hoedown. Try to keep the fight close to the Beam button on the bridge so you can keep shooting at targets on the outside while you repel the boarder.

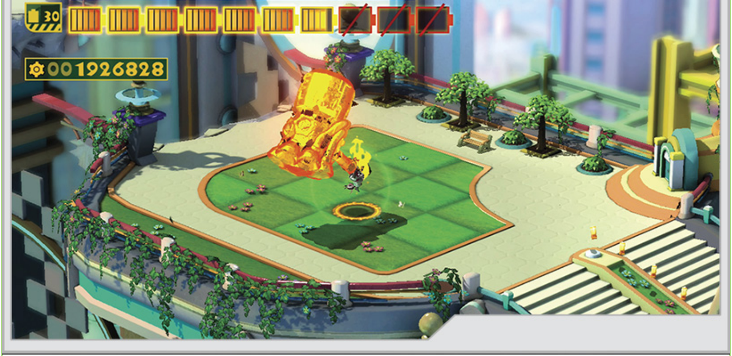
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	6:10	6:30	6:50	7:10	Very easy
Time	6:10	6:30	6:50	7:10	Easy
Time	5:30	5:50	6:10	6:30	Normal
Time	10:00	11:00	12:00	13:00	Hard
Time	10:00	11:00	12:00	13:00	101% Hard
Combo	6000	5000	4000	3000	Very easy
Combo	7000	6000	5000	4000	Easy
Combo	10000	8000	6000	4000	Normal
Combo	13000	12000	11000	10000	Hard
Combo	14000	13000	12000	11000	101% Hard
Damage	0	300	600	1000	Very easy
Damage	0	300	600	1000	Easy
Damage	0	300	600	1000	Normal
Damage	0	300	600	1000	Hard
Damage	0	300	600	1000	101% Hard



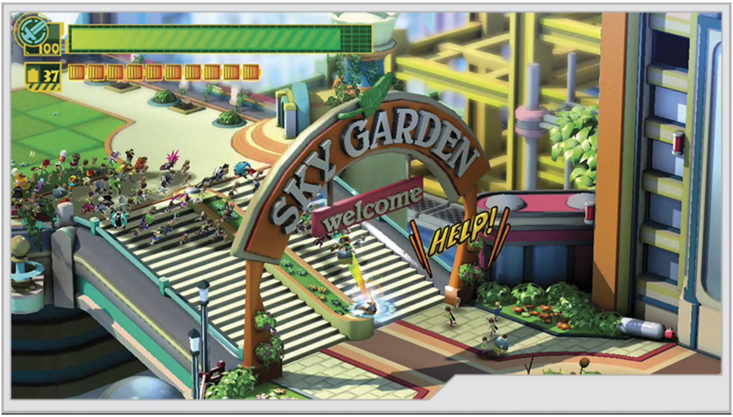
The building you land on [14] has a small patch of grass with a shape you can see shining along its edge. Trace it to reveal Wonderful File No. 6. North of this marking is a doorway you can Wonder-Liner into for a food item. Bridge the gap to the right over to the next rooftop.

Tip

You'll Be Back



The second grass patch you encounter here can be hammered for some extra food.



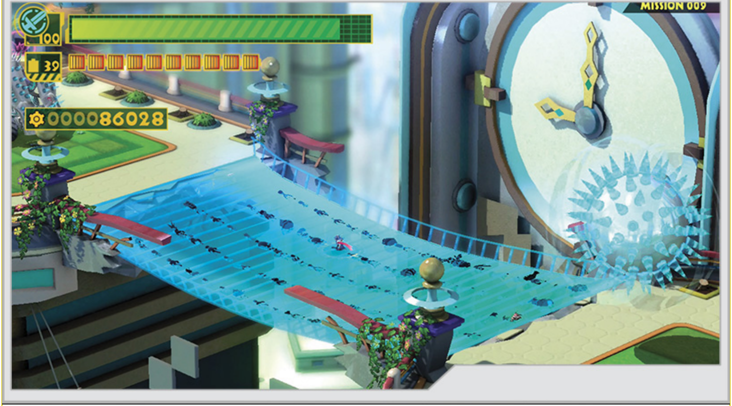
Keep moving down the stairs until more enemies teleport onto the rooftops.

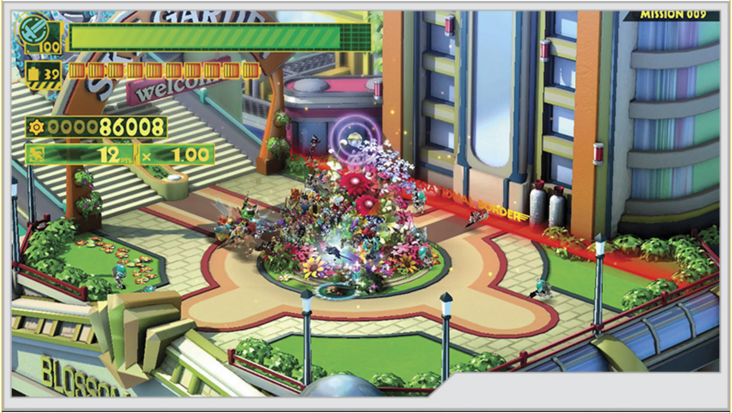
Mission 9

Medal Requirements

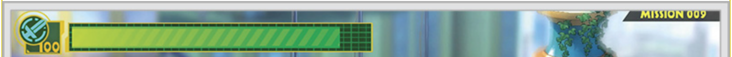
Enemies Present (All Difficulties)

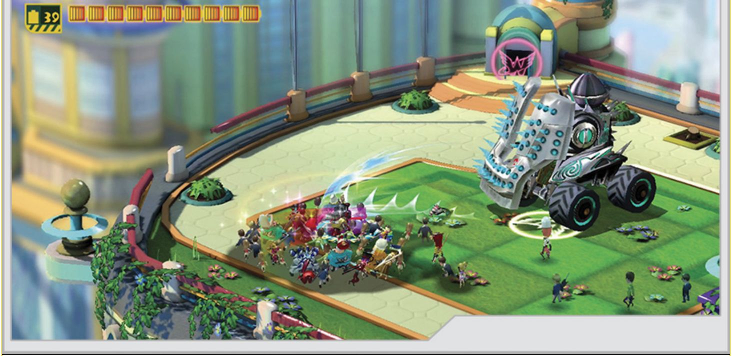
Gedie Dough-Goo, Gehdown, Dough-Goo

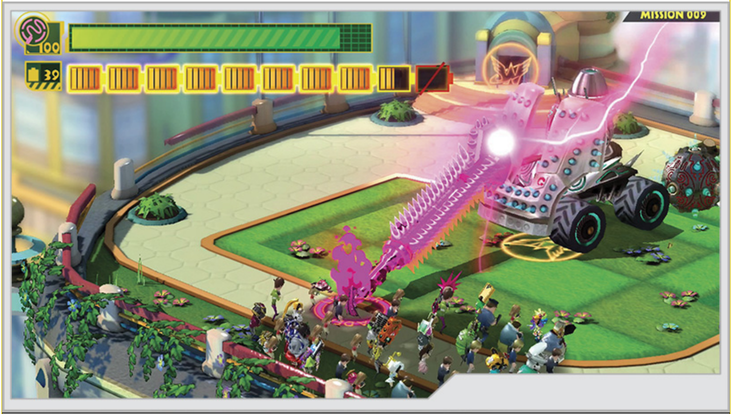




This mission is supposed to serve as the official introduction of the Gehdown, but if you've followed this guide, you and it are already best friends. The tank appears back where you first landed on this chain of roofs, while a swarm of Dough-Goo appears near a withered flower bed [15]. A Gedie Dough-Goo occupies the central rooftop. You can Wonder-Liner around that flower bed for a Platinum Coin.

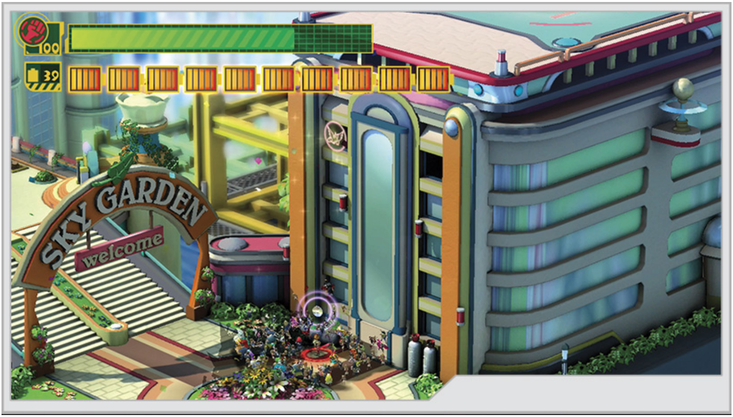




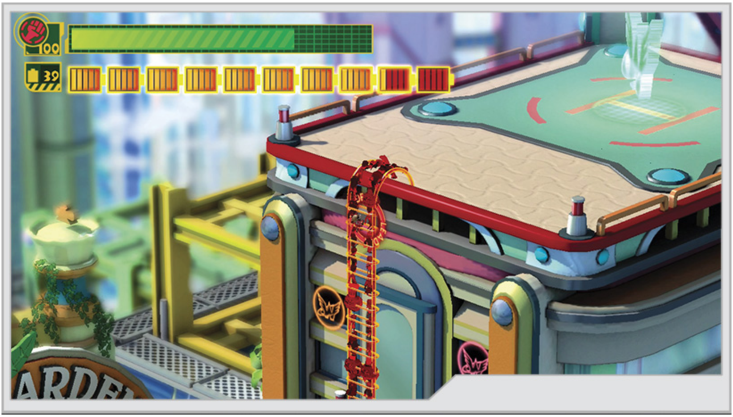


Quickly head back to the Gehdown [14] and deliver righteous justice to the lone tank. If you're fast when bridging over to it, you can avoid having the Gedie Dough-Goo follow you. The trick is to try and keep the two large targets isolated from each other. This saves you the grief caused by the Gehdown's artillery. The lone Gedie Dough-Goo can be manhandled with Unite Whip, and the Dough-Goo are fodder to you by now.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:40	3:00	3:20	3:40	Very easy
Time	2:40	3:00	3:20	3:40	Easy
Time	3:50	4:10	4:30	5:50	Normal
Time	3:50	4:10	4:30	5:50	Hard
Time	3:50	4:10	4:30	5:50	101% Hard
Combo	800	700	600	500	Very easy
Combo	1000	900	800	700	Easy
Combo	1500	1300	1100	900	Normal
Combo	2000	1500	1000	500	Hard
Combo	2000	1500	1000	500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



This part of the operation is almost over, but before you scale the building near the flower bed, send a Wonder-Liner into the open window on the left of the building's large glass panel to reveal the last Platinum Coin. The window opposite to it contains some food.



With everything looted, climb up to the final rooftop to recover at the waiting Wonderful Mart. The climax of Operation 002 is in sight!

Operation 002-C

The team arrives at Blossom Tower, finding that the parasitic intelligence extractor is still hard at work. It can't be allowed to escape, lest Earth's defenses be left vulnerable to the wrath of GEATHJERK. The final battle of Operation 002 begins!

Medal Requirements

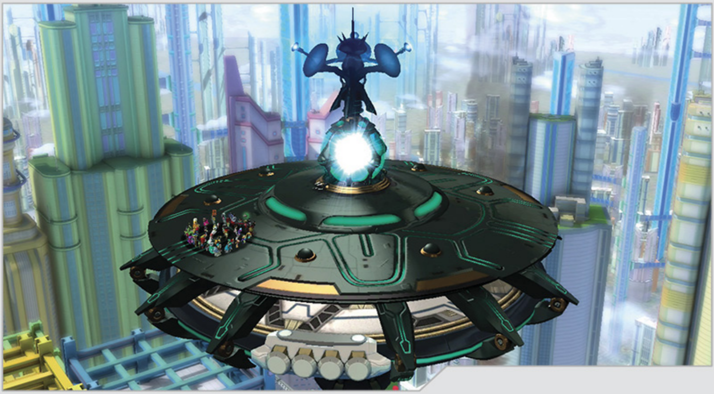
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	19:00	21:00	23:00	1:00	Very easy
Time	19:00	21:00	23:00	1:00	Easy
Time	19:00	21:00	23:00	1:00	Normal
Time	19:00	21:00	23:00	1:00	Hard
Time	19:00	21:00	23:00	1:00	101% Hard
Combo	5000	4000	3000	2000	Very easy
Combo	6000	5000	4000	2000	Easy
Combo	7000	6000	5000	4000	Normal
Combo	18000	15000	12000	10000	Hard
Combo	20000	18000	15000	12000	101% Hard
Damage	0	1000	2000	4000	Very easy
Damage	0	1000	2000	4000	Easy
Damage	0	1000	2000	4000	Normal
Damage	0	2000	4000	8000	Hard
Damage	0	2000	4000	8000	101% Hard

Enemies Present (All Difficulties)

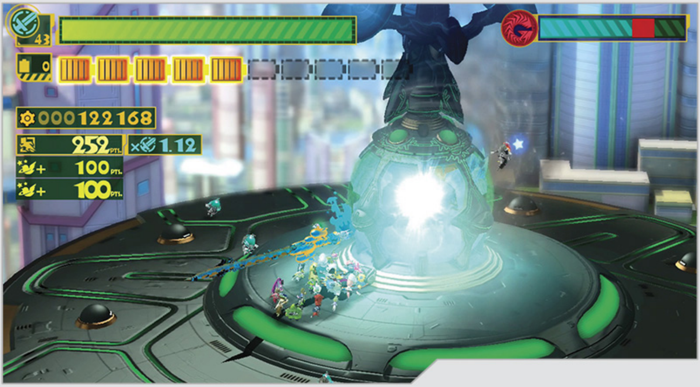
Notoriyeah, Dough-Goo, Gah-Goojin, Diedough-Goo, Gedie Dough-Goo

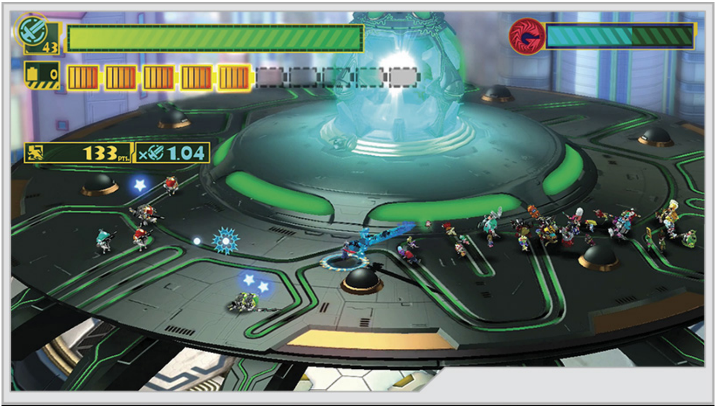
Phase One

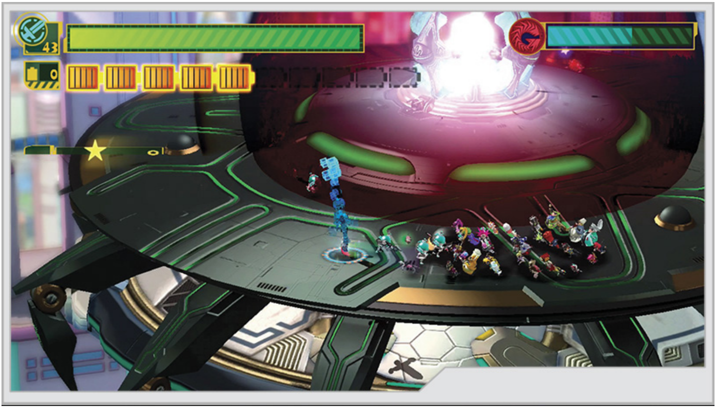
GEATHJERK Encounter: Notoriyeah



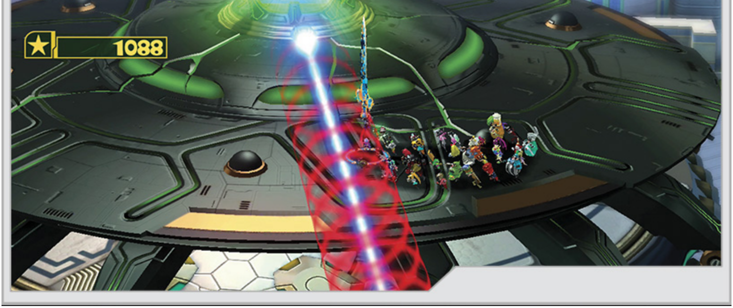
Designed almost deliberately like a traditional UFO, the Notoriyeah is clasped firmly to the top of Blossom Tower when you encounter it. It is defended by a complement of Dough-Goo that regularly teleport in to interfere with any attempted sabotage. In addition to the troops, the central reactor on top of the Notoriyeah is capable of defending itself.

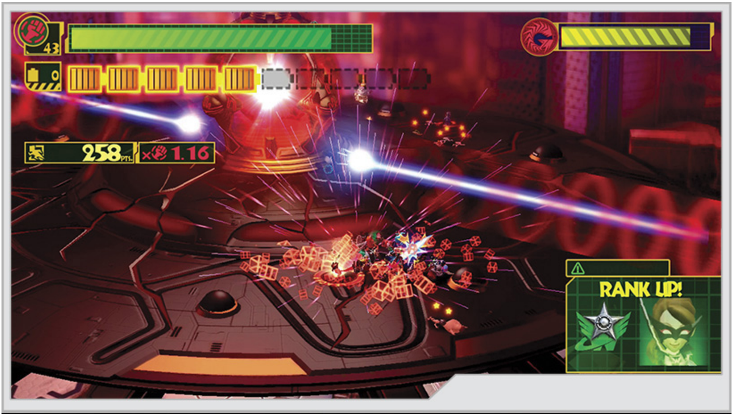




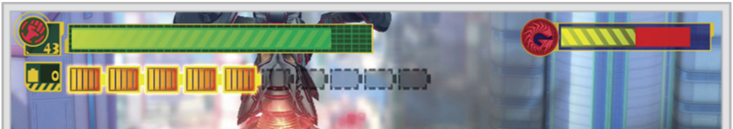


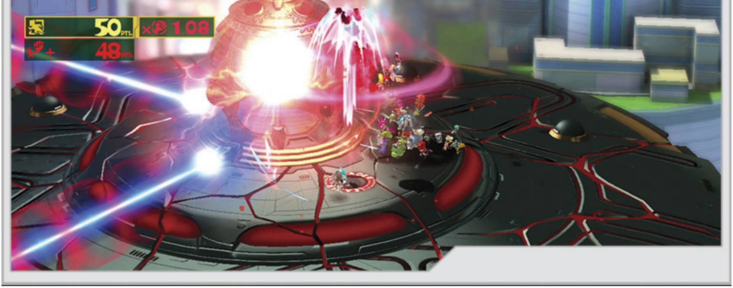
The Notoriyeah seems docile at first, relying on Dough-Goo to teleport to its defense as you strike the seemingly helpless central reactor. This perception will change the moment it deploys its anti-Unite field, which makes it impossible to use any Unite Morph. You must rely entirely on running and sprinting to avoid incoming attacks from the Dough-Goo. However, the field does eventually shut down, allowing you to tear into the reactor again.





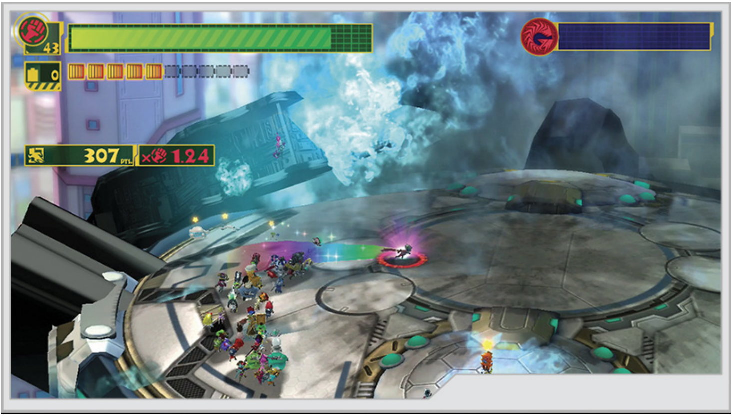
As you deal damage to the Notoriyeah, it will start firing lasers from its reactors, sweeping them across its surface continuously, forcing you to move around the area to avoid getting burned. You can Unite Spring over these lasers, but the timing can be deceptively tough. The lasers start off firing on opposite directions of each other, essentially dividing the arena in half, and the rotation speeds up the more damage you cause. The anti-Unite field (AUF) is deployed constantly throughout the fight to further complicate things.

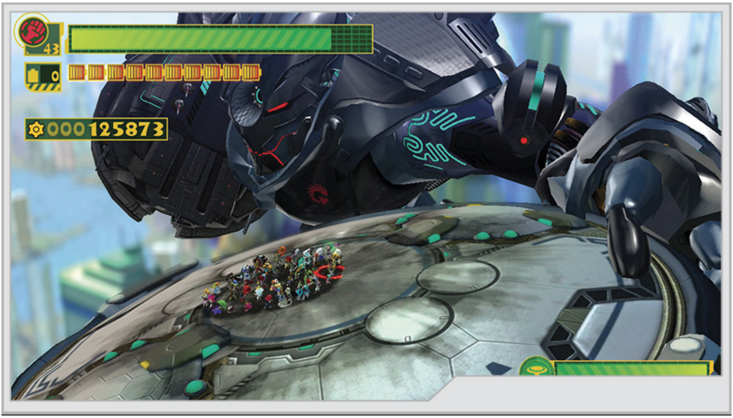




As you get closer to destroying the Notoriyeah, the beams begin to travel in opposite directions in addition to moving even faster, and the AUF will be deployed more often. You have to make your chances at striking the reactor count for more. Unite Sword and Unite Hand can deal heavy damage while you stay in the air, letting the lasers pass underneath you.

On higher difficulties, you will inevitably be capable of hitting much harder than someone just starting the game, as you'll be able to call on larger groups of heroes from the start to form larger Unite Morphs. You also have other nice tricks potentially at your disposal, such as the Hero Sense, Hero Time, and Dodge Mine custom blocks. The fight against the Notoriyeah plays out the same regardless of your difficulty settings, but it will definitely be faster on repeated playthroughs, when you have better skills.

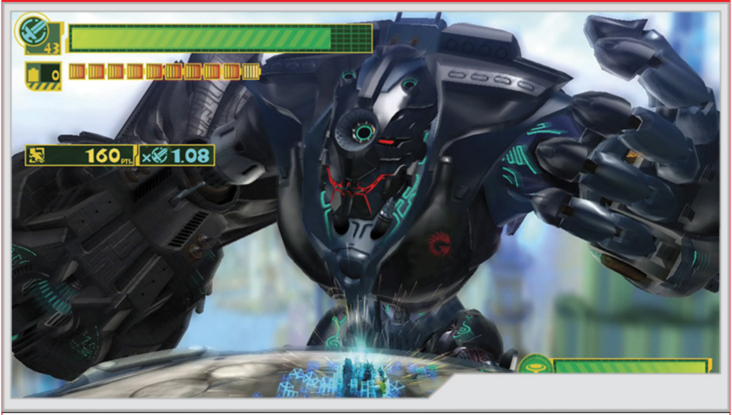




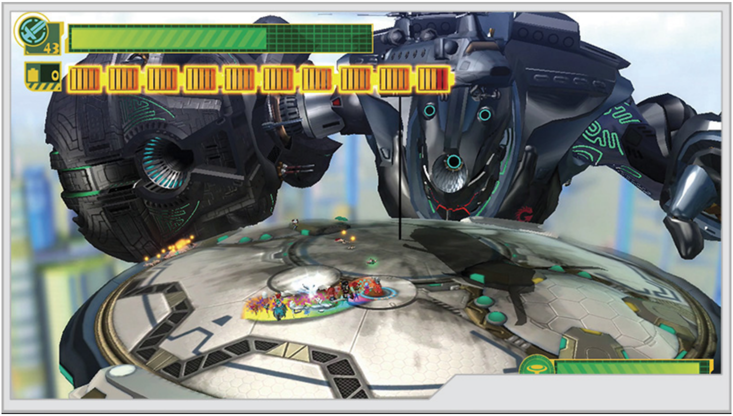
Shortly after you turn the Notoriyeah to scrap, an old friend stops by. In response, Wonder-Red orders the team to engage Unlimited Form. The fight's on!

Phase Two

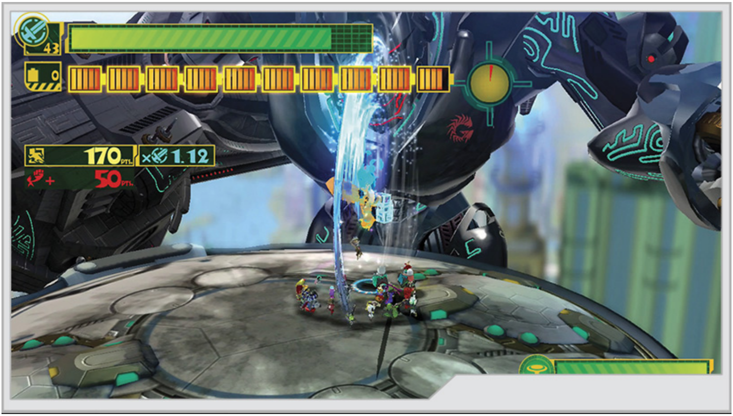
GEATHJERK Encounter: Gah-Goojin (Equipped with Cough-Foon Assault Landing Ship)



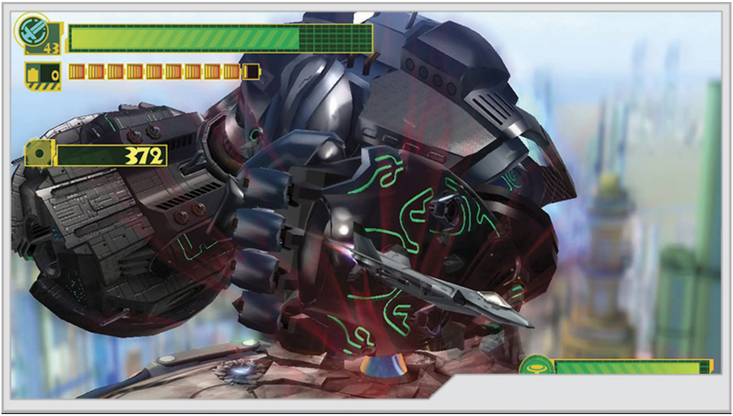
The GEATHJERK anticipated instances where a Gah-Goojin would need to supplement a limb due to combat damage, and so you have what you see here: a Gah-Goojin with a Cough-Foon for an arm. Do not underestimate this combat form of the mech. If anything, the Gah-Goojin is even more dangerous than before!

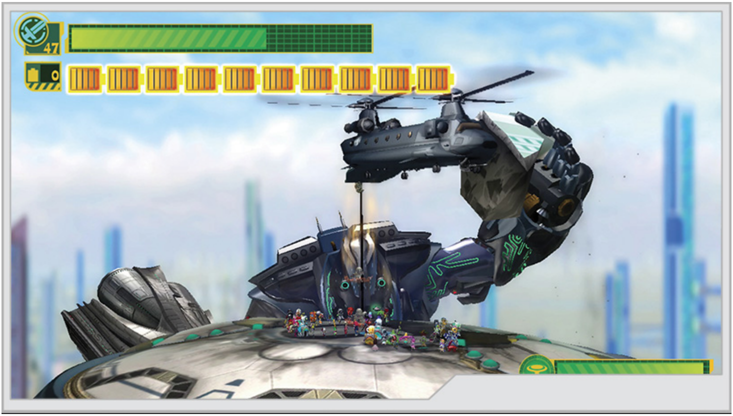


Gah-Goojin starts off the fight with a wide variety of abilities. Complicating all this is the fact that you're standing on Blossom Tower, which has its own health meter you must watch. As Gah-Goojin attacks you, it will inevitably be striking the tower. As it takes damage, craters and pockmarks will appear on its surface. Fortunately, you can repair the visible damage with the Wonder-Liner, but this only restores a portion of the tower's health. You can't keep this up forever; eventually it will be destroyed and you will fail the mission.

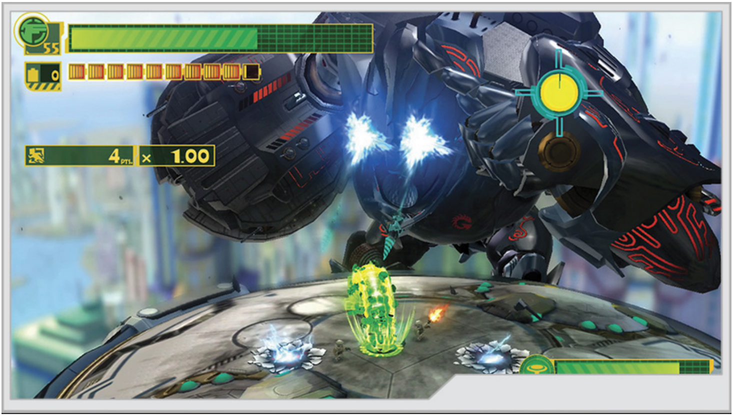


Your primary target throughout this fight is the head of the Gah-Goojin. Unite Whip and Unite Sword have the best range and damage combination, while Unite Hand can outdamage both but requires you to get much closer. Unite Gun works well early on when boosted into its bazooka form.

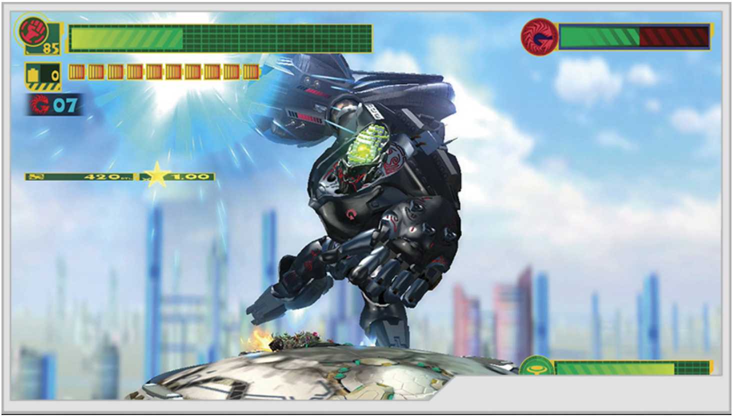




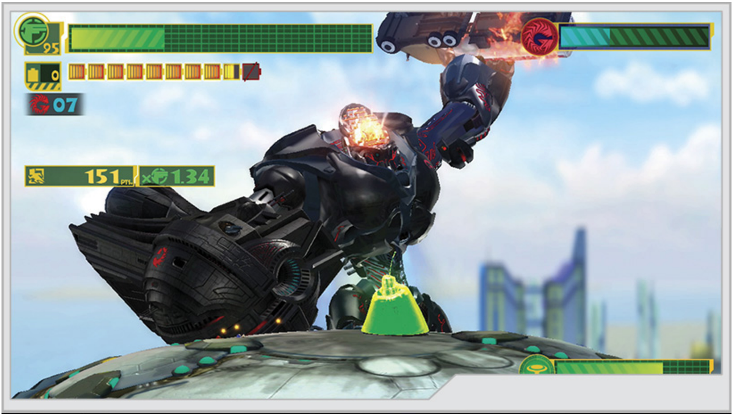
Gah-Goojin will try to pound the top of the tower with the Cough-Foon or his actual remaining fist. This can be blocked with Unite Guts, but only if you have 50 or more heroes on your team. Reinforcement troops from the GDA will be deployed regularly by helicopter throughout the battle to help starting players max out their potential.



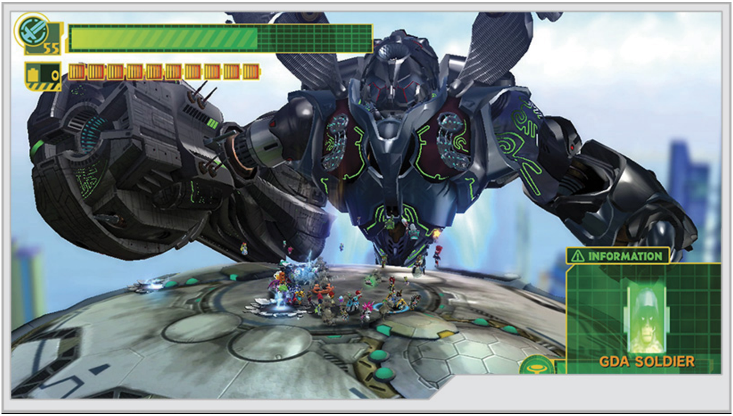
Gah-Goojin can fire its vulcan cannons at the tower. This can't be blocked unless you've unlocked a hero with the Unify Naginata ability, so just get out of the way.

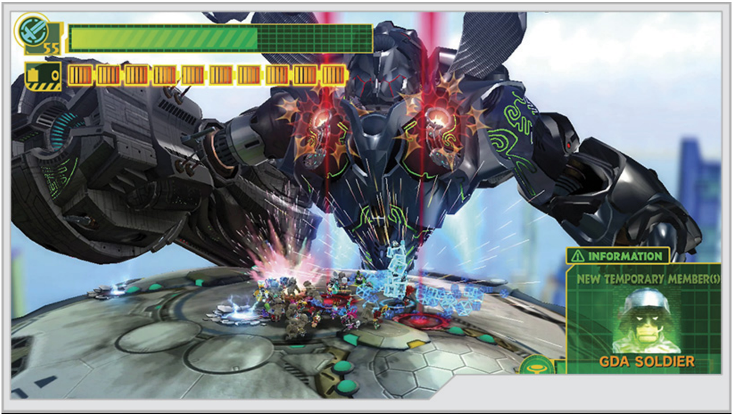


The laser from the Cough-Foon can be reflected as usual.

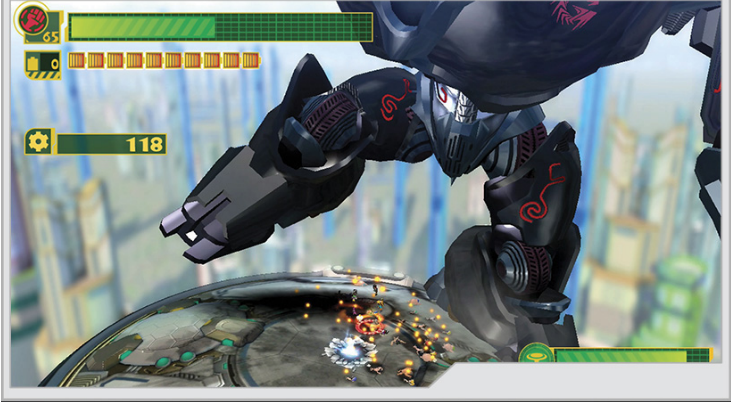


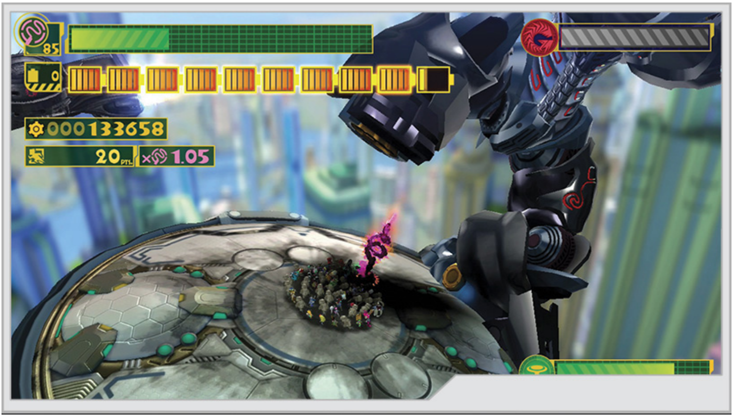
When Gah-Goojin ducks under the tower and returns with a gas tanker or burning fuel tank in its left hand, raised high, switch to Unite Gun immediately to blast it. If you're fast, you can blow up the object in its hand. Gah-Goojin will also throw large chunks of debris at the tower, but these can be reflected with a Unite Guts consisting of 50 or more heroes.



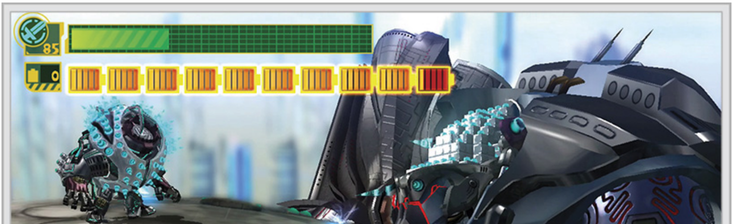


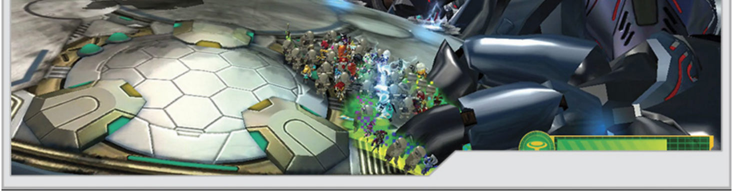
Gah-Goojin will also fire a series of cannonballs onto the tower, which will detonate after a short delay and cause heavy damage to the tower. With Unite Gun or Unite Whip, you can return these packages to the sender.

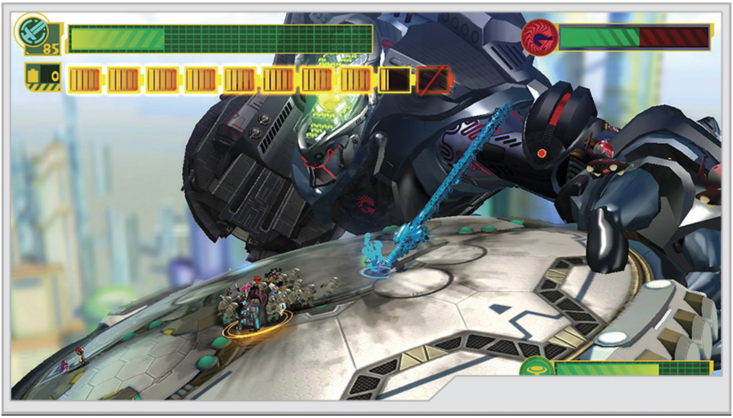




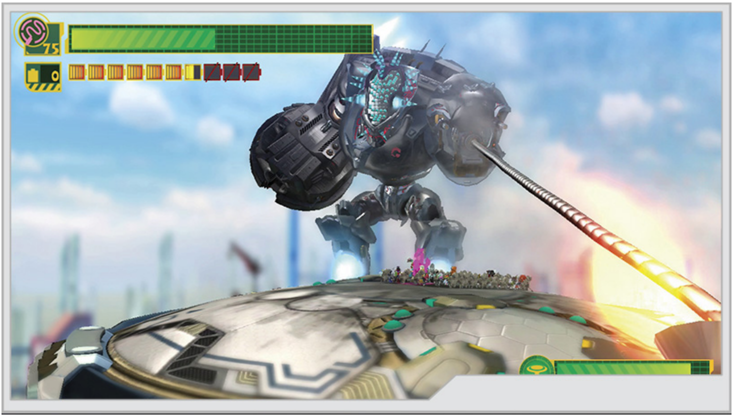
Gah-Goojin will also occasionally climb onto the tower and try to stomp onto you, or fire his laser at point-blank range. These can be stopped with Unite Guts and Unite Sword, respectively.

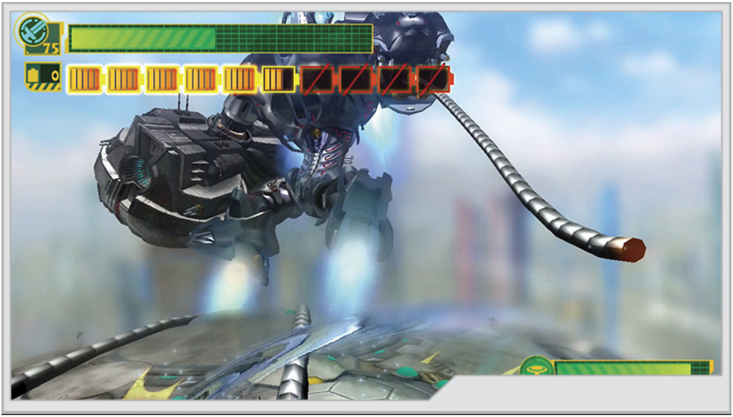




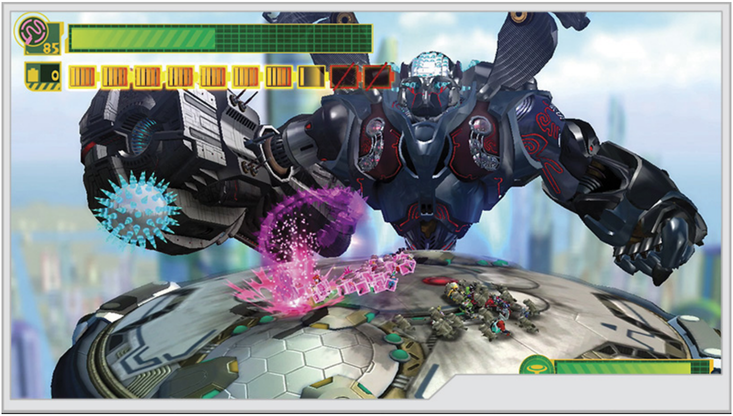


Possibly the most dangerous to your success are Gah-Goojin's more direct assaults on Blossom Tower. It will attempt to grab on to the tower and tear it apart; respond to this with the heaviest attacks you can muster on its limbs until it lets go.

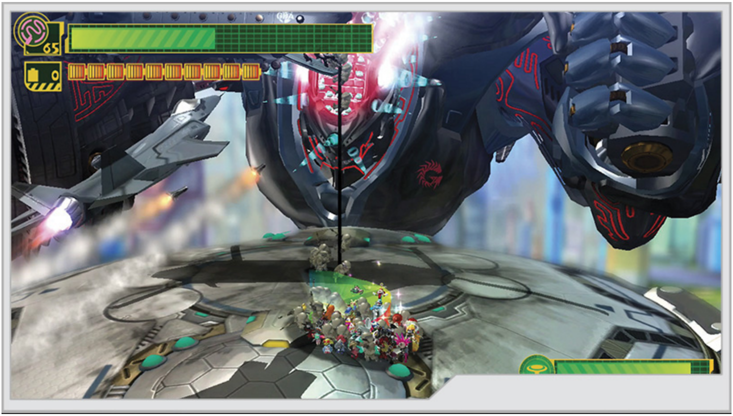


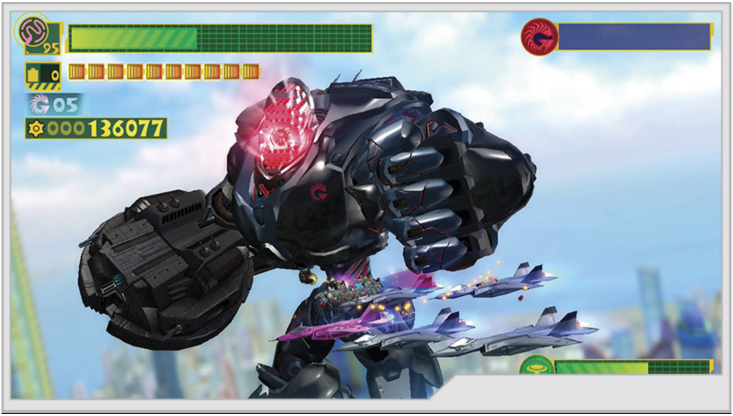


The Gah-Goojin occasionally will fly a distance away and fire a wire-guided rocket punch at the tower. The wires will cling to the tower and threaten to pull it down. Use Unite Sword on the cables on your right to save the tower. In another variation of this attack, Gah-Goojin will fire off the Cough-Foon as a rocket punch, but this can be intercepted with a well-timed Unite Whip strike.

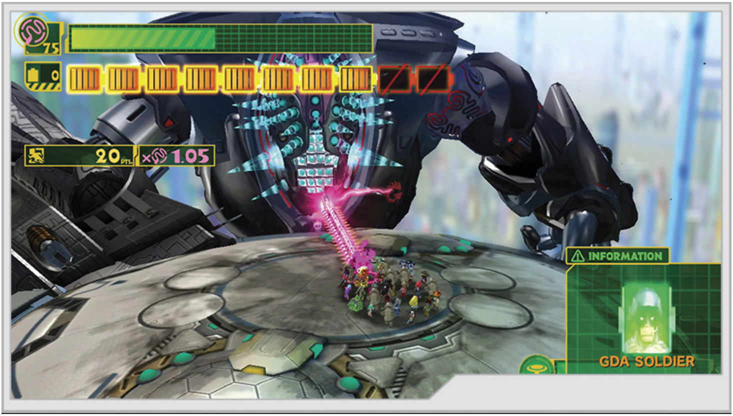


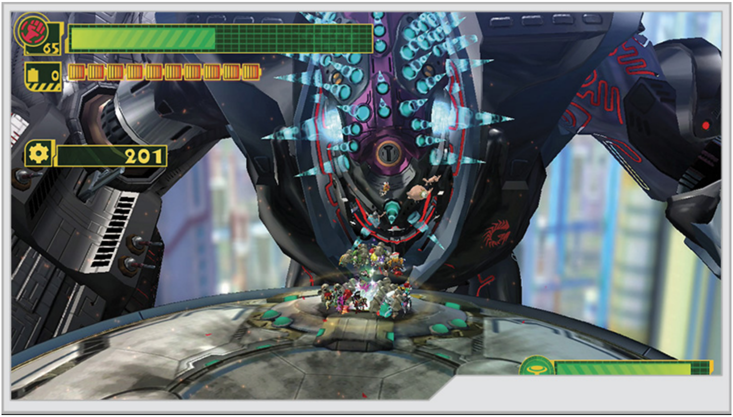
Gah-Goojin will also deploy Diedough-Goo onto the tower. Deal with them accordingly, and quickly. You really can't afford to have them stomping around the tower while you deal with the boss.



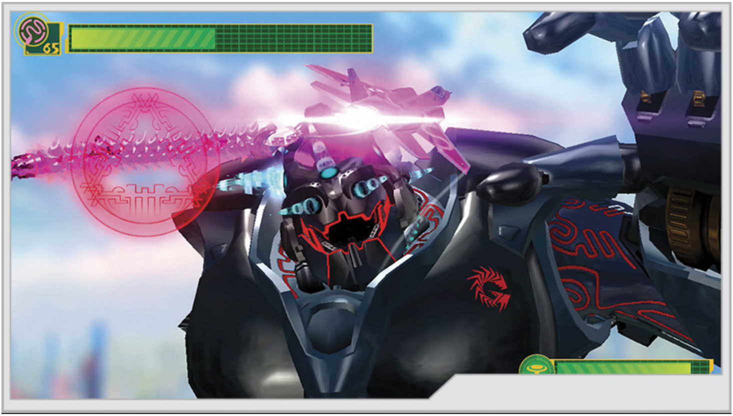


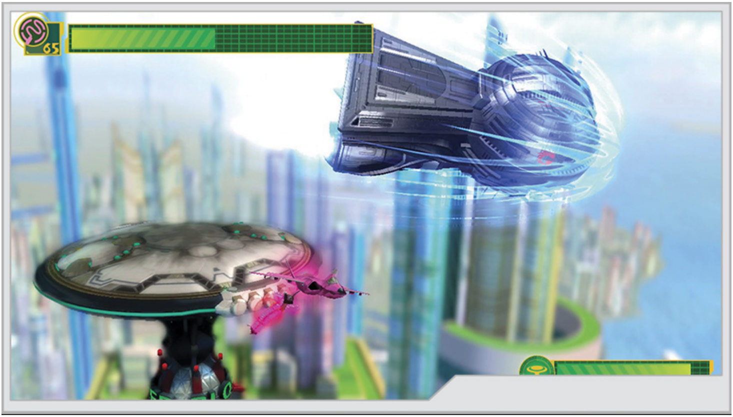
Throughout the battle, GDA fighters, led by Pink Leader, will be swooping in with air strikes on Gah-Goojin. You'll be prompted to Wonder-Jump onto a passing squadron of fighters flying in formation, giving you a chance to Unite Whip the head of Gah-Goojin directly. It will try to smash the fighters with its fist, but you can stop that with Unite Guts. Take as much advantage of this flight as possible before you're returned to the tower.





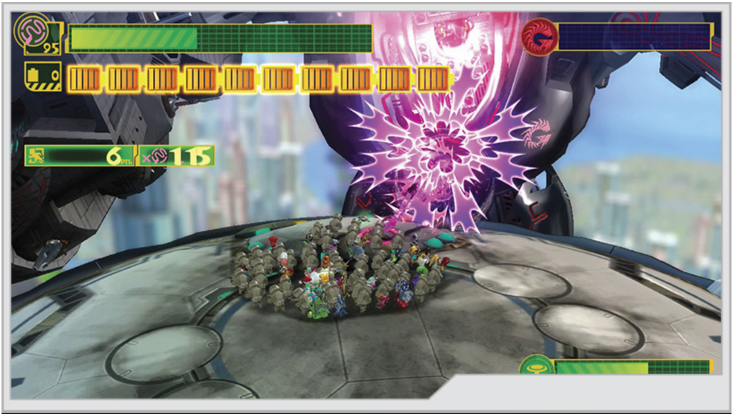
Throughout all of the above, you should be constantly striking Gah-Goojin's head, which will eventually break the armor on it. Gah-Goojin will deploy spikes on its head, requiring you to use Unite Whip to tear the spike armor off of the machine. During this phase of the fight, it will deploy Gedie Dough-Goo. Try to get that armor off before you're dealing with more enemies on the tower!



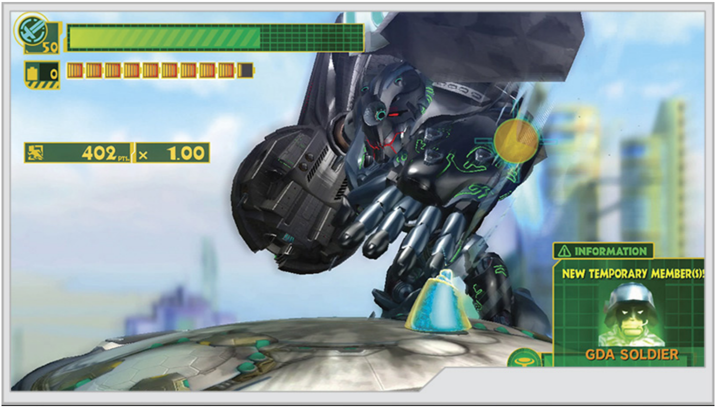


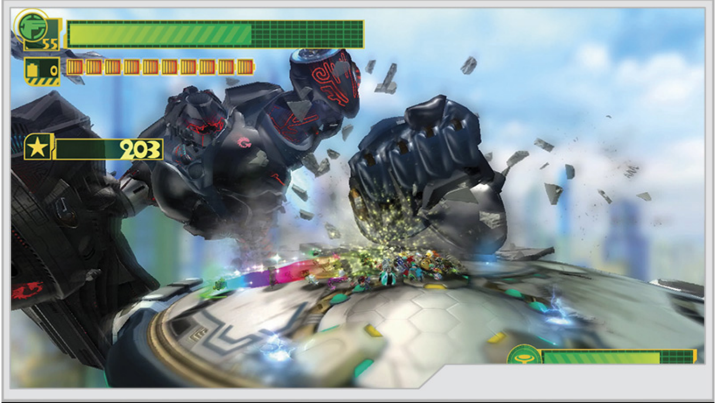
Gah-Goojin will also fire its Cough-Foon as a rocket punch toward you while its head spikes are deployed. This attack can be reversed with a Unite Whip strike on the oncoming vessel, which will be prompted by Wonder-Pink calling for your attention. Alternatively, Gah-Goojin will attempt to use a high-powered laser from the Cough-Foon, and Wonder-Green will call for you to use Unite Gun to stop the incoming shot.

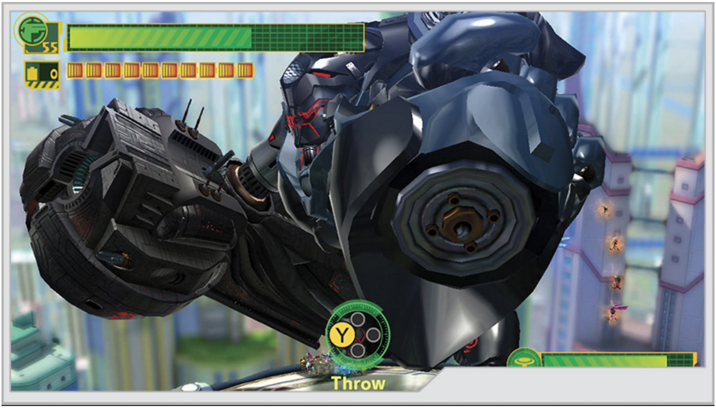
Phase Three



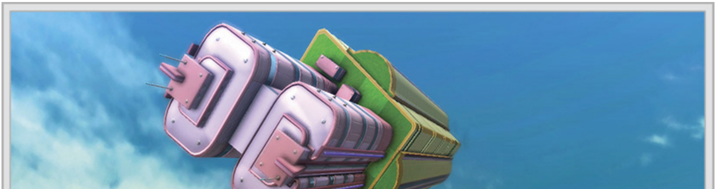
With the spike armor removed, you can finally start dealing real damage to the Gah-Goojin. Unite Whip and Unite Hand are excellent choices here. Even on higher difficulty settings, you should be able to smack some justice into Gah-Goojin fairly quickly at this point.

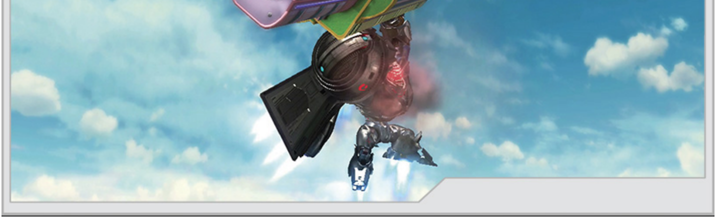


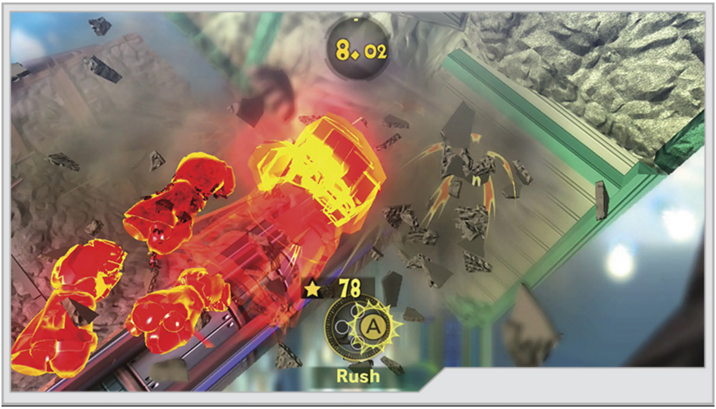


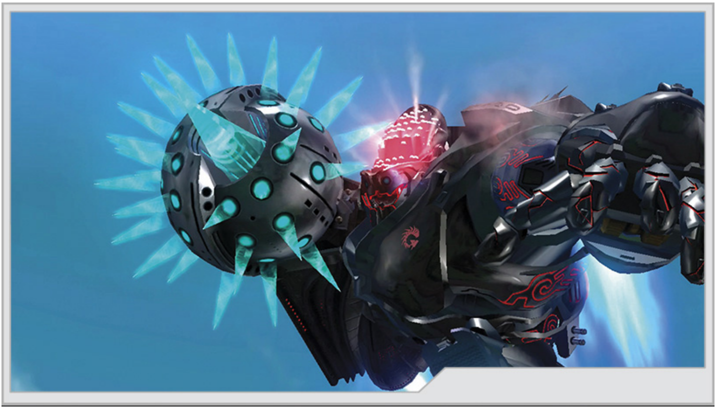


In addition to its regular arsenal, it will try to slam debris directly onto the tower. This can be stopped with Unite Guts and will eventually cause its left arm to fall onto the tower. Wrap a Wonder-Liner around the arm to pick it up, then follow the command prompt to throw it back at Gah-Goojin's face.

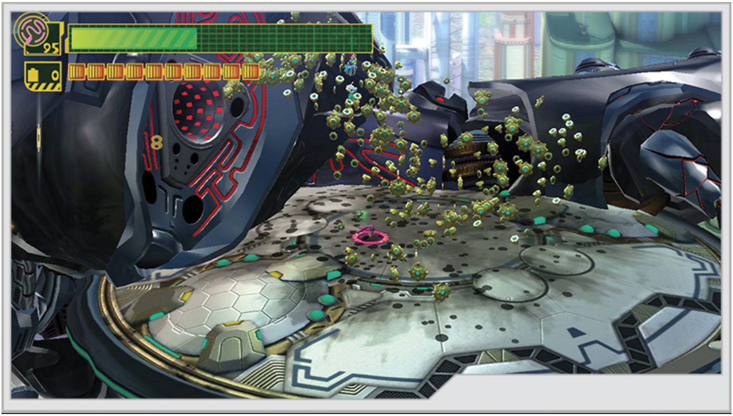




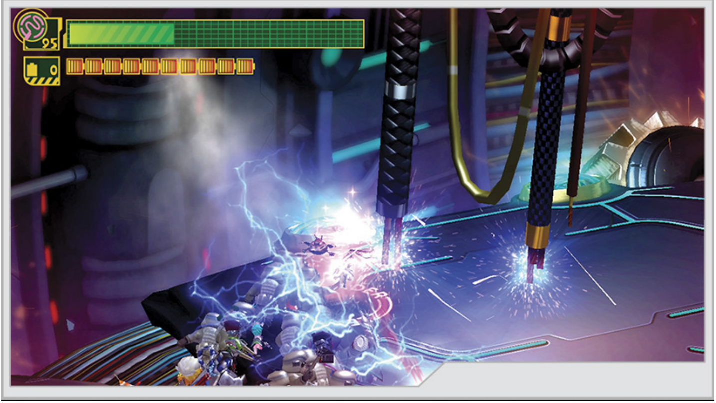


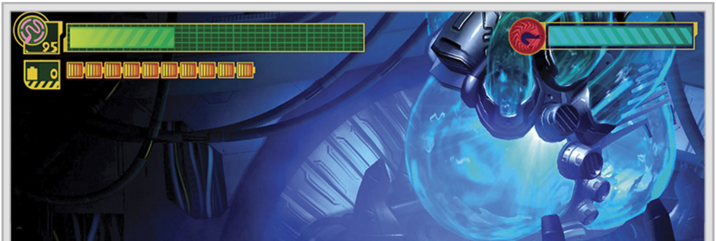


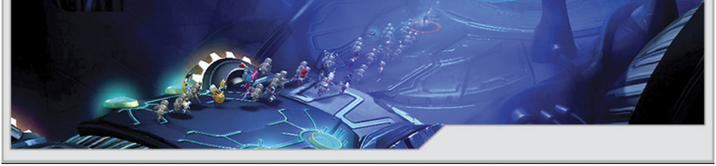
Once you've depleted all of Gah-Goojin's health, it decides that enough is enough, and it tries to slam a skyscraper through you and into the tower. Unite Hand your way through the obstacle. Gah-Goojin will counter your counter with a Cough-Foon Spike Rocket Punch (really), and you will counter its counter of your counter with Unite Whip.



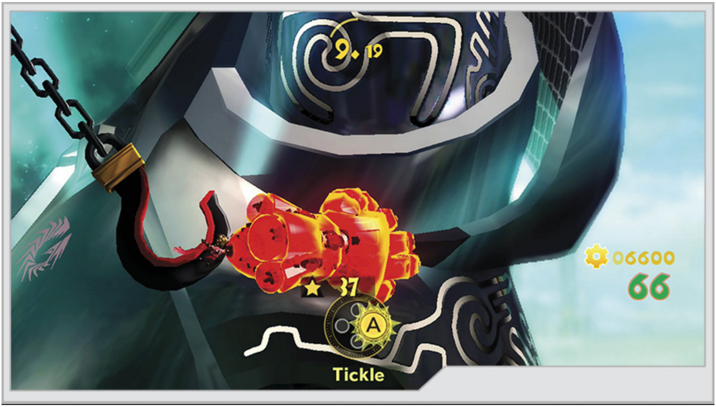
Now headless, Gah-Goojin's body collapses against the tower, spewing O-Parts galore. Collect everything you can, then climb inside the machine. You're not done yet!

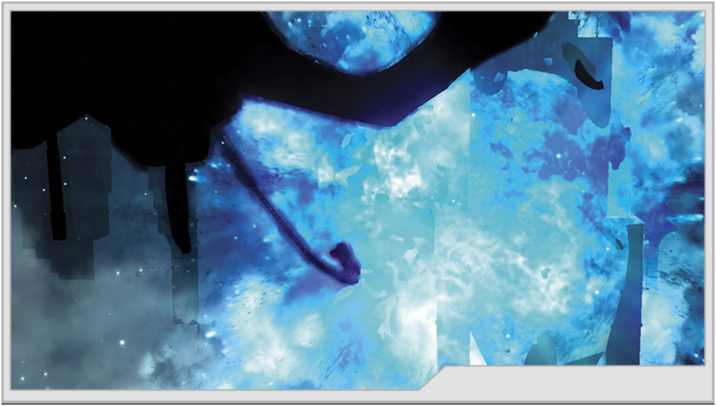






Inside the Gah-Goojin, you need to follow the undulating conduit, avoiding acid flows and swinging electric cords. Leap over gaps in the conduit until you reach the heart of the beast. Mash it as quickly as possible with the biggest Unite Morph attacks you can summon. It's undefended!

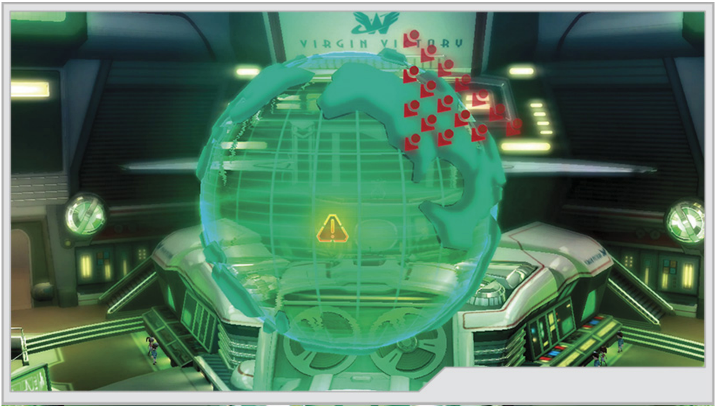




With a head like a hole, and without a heart to call its own, Gah-Goojin still does not give up, pursuing the Wonderful 100 after they Unite Whip to the Virgin Victory. Its last gasp for victory is stopped through precise application of Unite Hand, and the battle finally concludes.

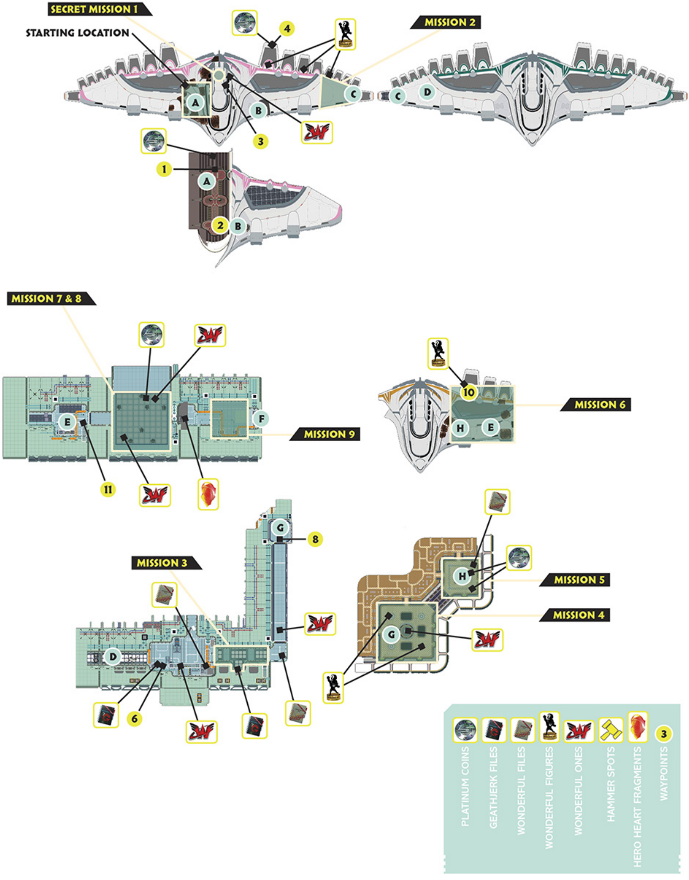
Operation 003: Strato Port—Stratospheric Airport

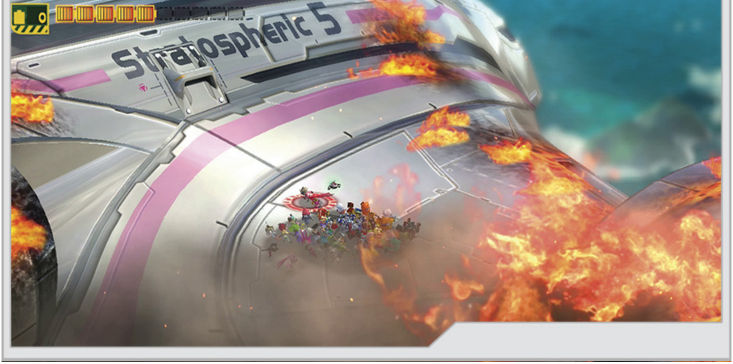
Operation 003
Strato Port
Stratospheric Airport



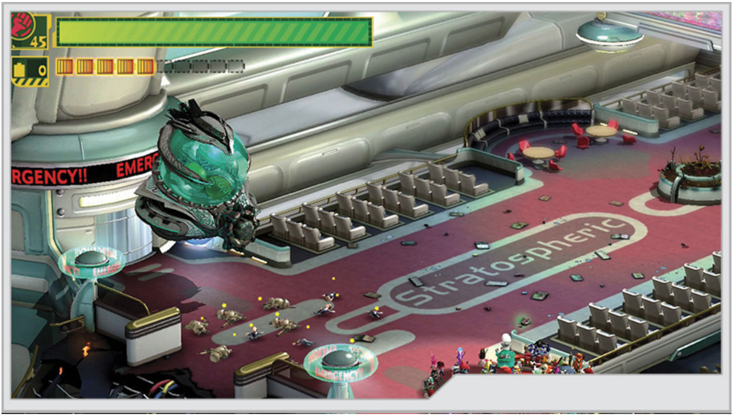
Securing Blossom Tower has kept the Jerks off balance for the moment, but they are moving rapidly to rectify the situation to their favor. A massive GEATHJERK invasion fleet has targeted the Strato Port. Should it fall, one of the Super-Reactors powering Earth's defensive shield, Margarita, will be compromised. This will allow the whole Jerk force to pour onto the planet in uncountable numbers. However, before the Virgin Victory can engage the enemy fleet, a distress signal from a fleet of Strato Port shuttles is intercepted: They are under attack. The Wonderful 100 are sent to rescue any survivors before they can assist the port itself.

Operation 003-A

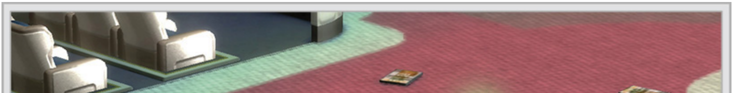


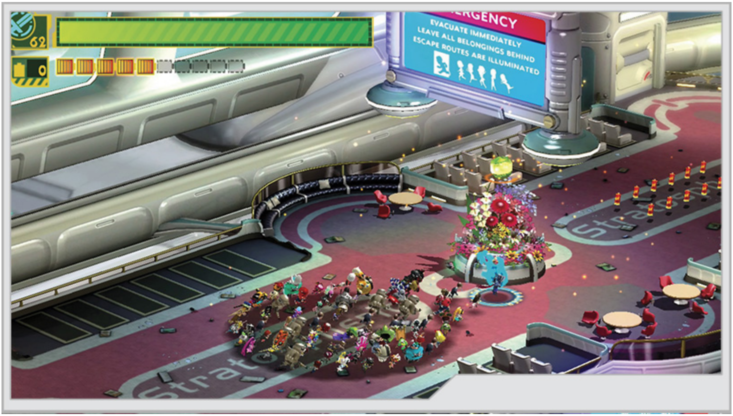


After landing on the burning wing of a shuttle, rip open the access hatch to enter the shuttle.



Once inside, you will find a Gatcha next to a cluster of civilians. If you extend a Wonder-Liner off the ledge to the left of the Gatcha [1], you can locate a Platinum Coin.





Not far from the Gatcha, the team runs into Luka, the angry schoolboy from the end of the Prologue. He insists on coming with the team, so get a Wonder-Liner around him to bring him along. You can also rejuvenate the flower bed near Luka for some food.

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MERGENCY
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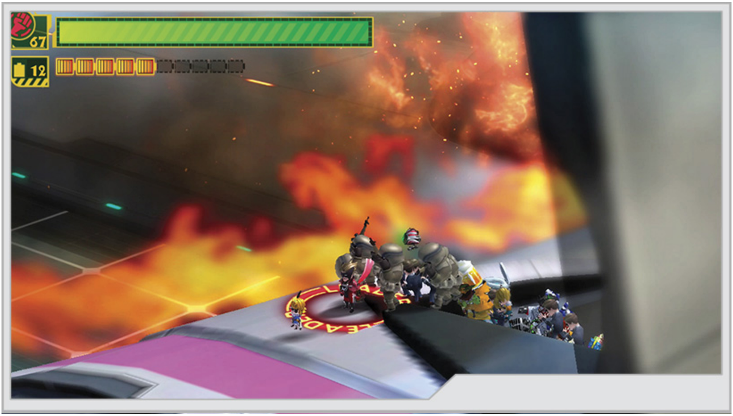
Stratospher

[2] You can use any Unite Morph attack to open the shuttle's exit. However, several Dough-Goo will try to stop you. This isn't a rated battle, so don't worry about your combo rating or speed here.



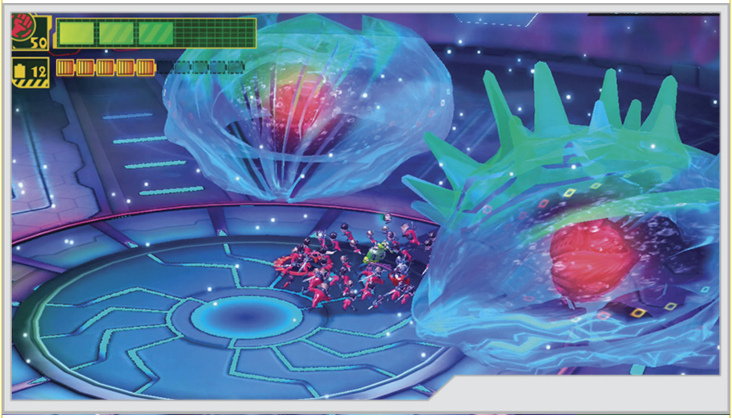
[3] Outside the shuttle, you can find a portal to Kahkoo-regah, as well as another addition to your permanent ranks, Wonder-Prince. Collect him before you enter the portal.

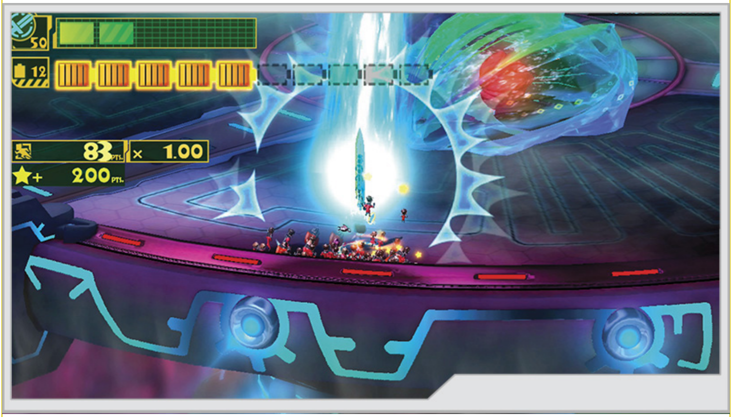
Secret Mission 1
Medal Requirements
Enemies Present (Normal)
Wave 1: Nyerk x 2
Enemies Present (Hard–101% Hard)
Wave 1: Deah-Kani
Reward for Completion

Normal Mode: Figure No. 22 Wonder-Judo

Hard Mode: Figure No. 36 Wonder-Pâtissière

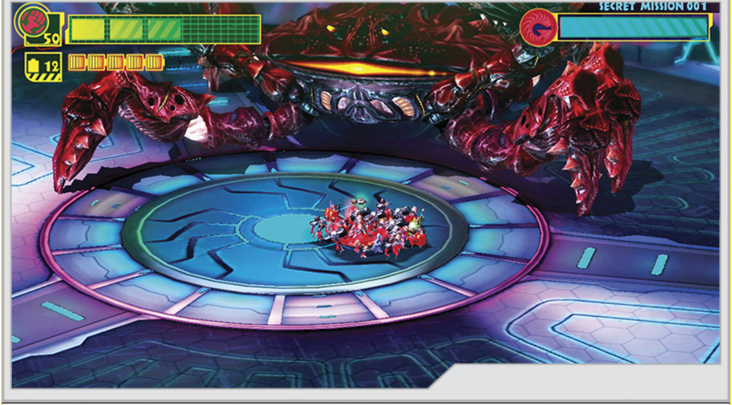
101% Mode: Figure No. 5 Wonder-Yellow





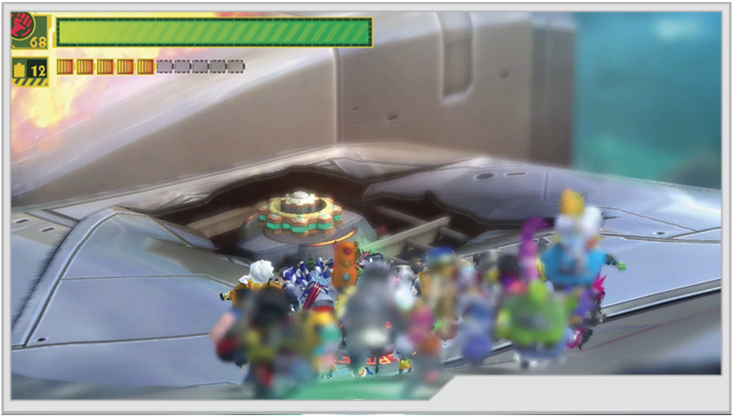
Two Nyerk at once can be frustrating if you're not paying attention to your spacing, but compared to the last couple Kahkoo-regah missions, this is fairly tame. Concentrate on using the biggest Unite Sword you can, and fall back quickly if the Nyerk lunge at you. Try to avoid using Wonderful Stinger. You might be able to push through one Nyerk, only to fall into the clutches of the second. Always try to take advantage of the lasers the Nyerk fire by reflecting them.

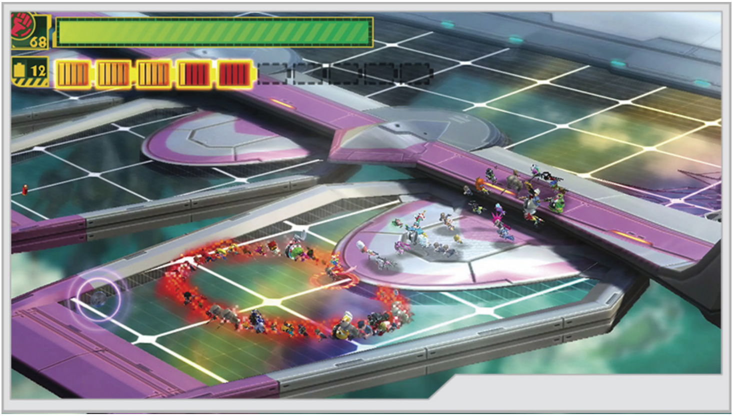
Hard and 101% Hard Mode



The Deah-Kani isn't new to players who have already run through the game on earlier difficulties, and the Deah-Kani here is actually at a disadvantage. You have a lot of room to run circles around the big guy, so you can always give yourself the space to avoid its acid blobs or beam shot and strike from the flanks. Force the giant crab enemy to stand as quickly as possible so you can cut off its legs and send it crashing back down again. From there, you can rip apart the armor and get at the weak spot. The Platinum rank for this mission requires you to work fast, so you can't afford to squander your chance at the weak spot once you expose it.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:10	2:30	Normal
Time	4:00	4:30	5:00	5:30	Hard
Time	4:00	4:30	5:00	5:30	101% Hard
Combo	3000	2500	2000	1500	Normal
Combo	7000	6000	5000	4000	Hard
Combo	7000	6000	5000	4000	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard

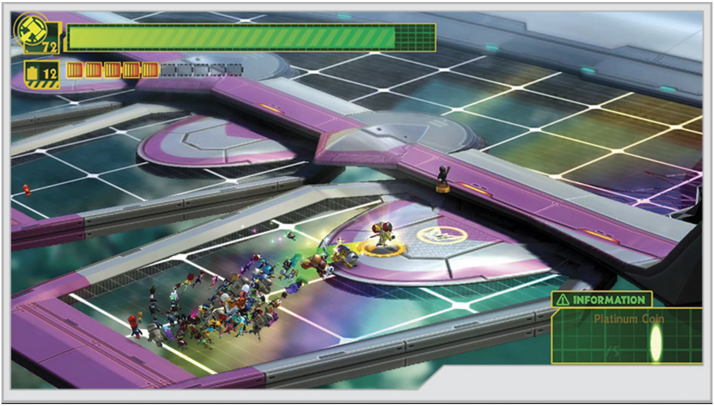


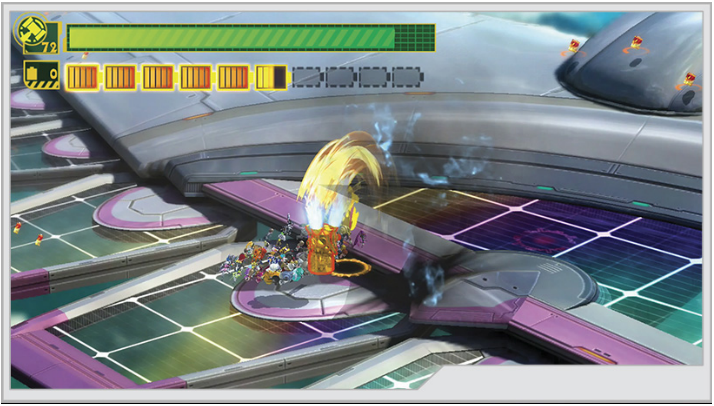


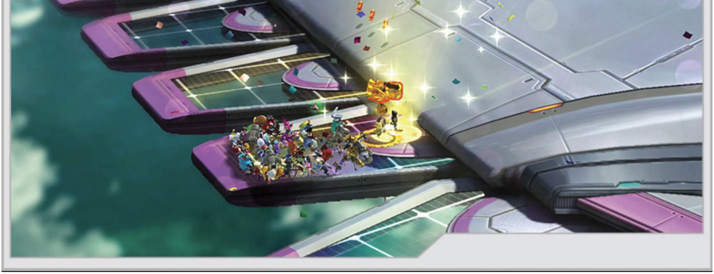
[4] Back outside the portal, you need to twist this valve to get access to the rest of the wing. If you follow the piece engine you released to the trailing edge of the wing, you'll find a Platinum Coin.

Tip

You'll Be Back

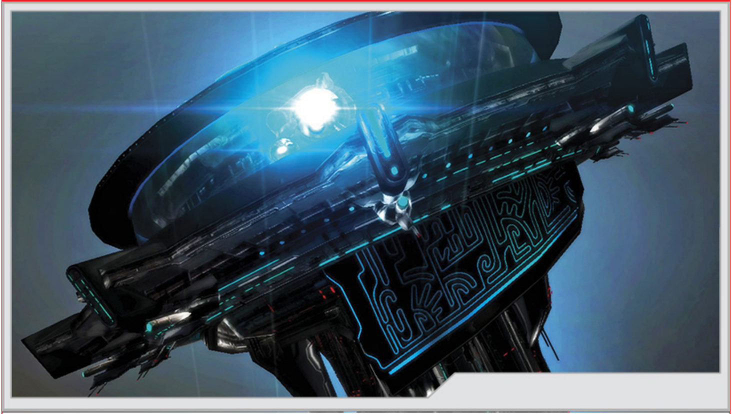




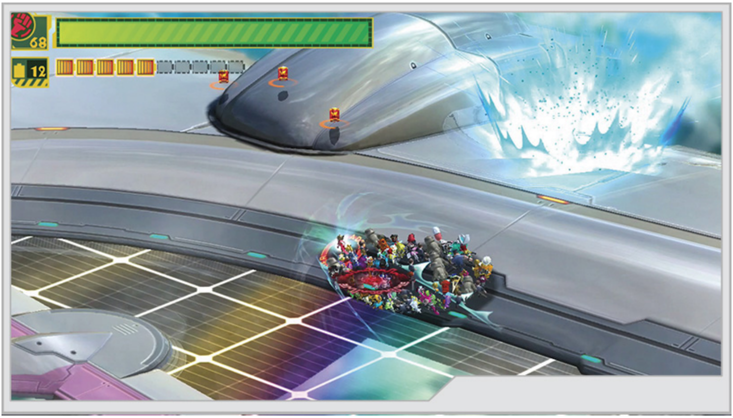


You gain the Unite Hammer ability on this operation, well after you have access to the items hidden along the trailing edge of the wing next to the Platinum Coin. You can find Wonderful Figure No. 16 next to the coin, Wonderful Figure No. 40 on the section after the next to the left, and Wonderful Figure No. 52 another two sections over.

GEATHJERK Encounter: Envan



The Strato Port shuttle fleet is being assaulted by the Envan assault carrier. The Envan is armed with an extensive missile stockpile and lethal tentacle arms that can drain a craft of electrical power or tear apart Earth fighters with a single swipe. It is also capable of extreme speed and has more power than is truly necessary to handle a ramshackle group of unarmed transports.



Make your way toward the wing tip, avoiding the missiles the Envan fires. You can't do anything about it right now.

Mission 2

Medal Requirements

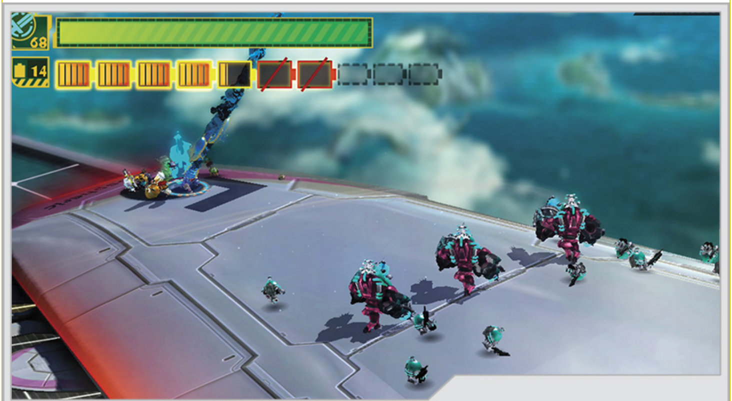
Enemies Present (Very Easy–Normal)

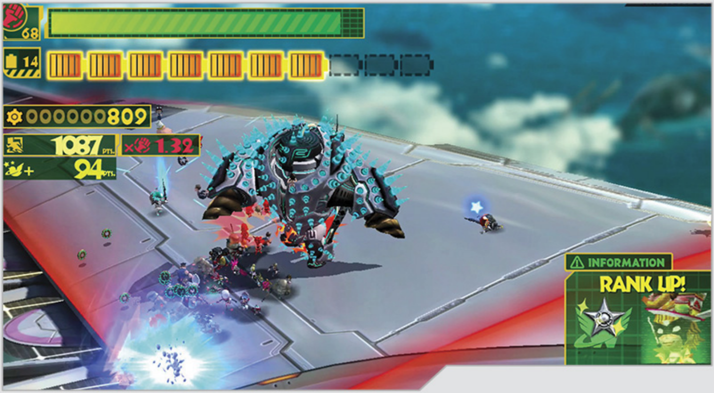
Wave 1: Chew Dough-Goo x3, Dough-Goo x9

Wave 2: Gedie Dough-Goo

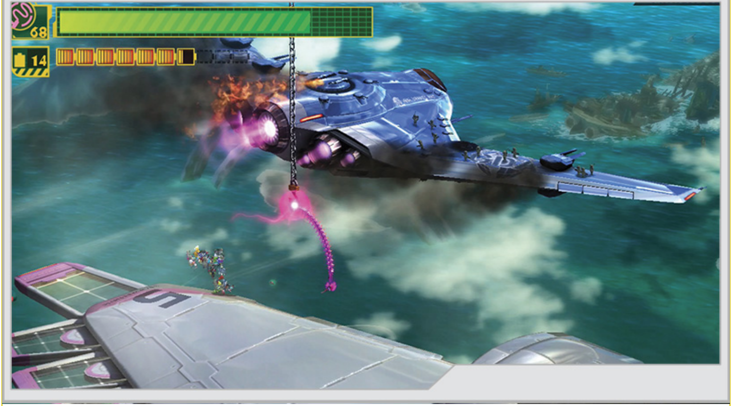
Enemies Present (Hard–101% Hard)

Surey Doora x2

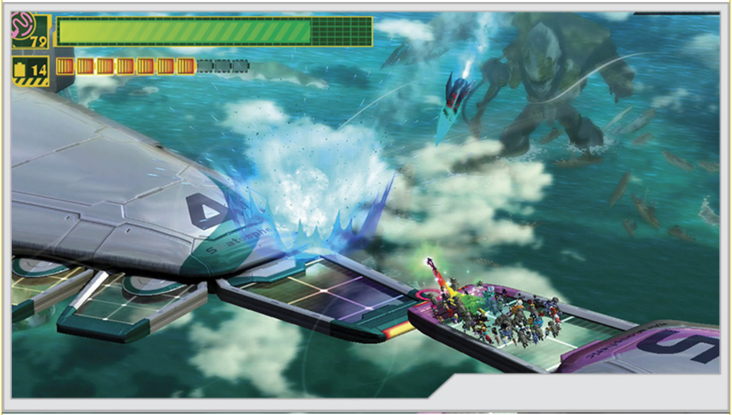


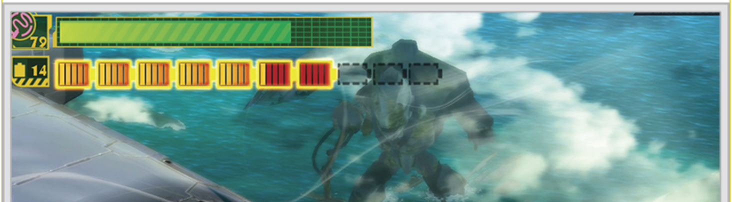


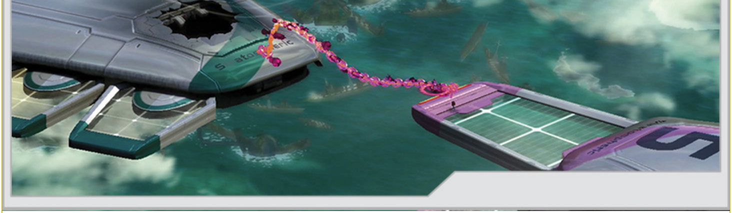
Three Chew Dough-Goo and a complement of Dough-Goo ambush you as you approach the wing tip. Once defeated, they are quickly followed up by a Gedie Dough-Goo.



A passing Gaia Defense Army fighter lowers a hook to the wing tip, encouraging you to climb onto the ship and rescue civilians who are stuck aboard. Unite Whip onto the small craft, and rescue the crew quickly, as you're still on the clock.

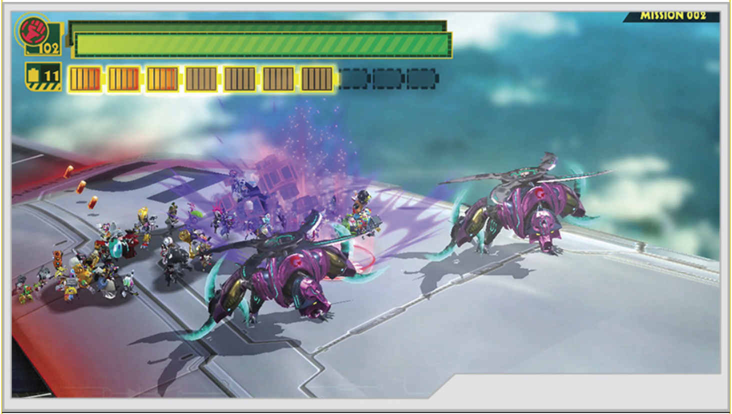






With the civilians saved, drop back down to the wing tip. You want to reach the transport next to this one. Before you can jump across, the Envan fires missiles at the wing tip of the next shuttle, widening the gap. You can't make the jump now due to the high winds, so you must Unite Build a bridge between both wings to reach the next transport. As soon as you fall into the hole on the wing, the mission is complete.

Hard and 101% Hard Mode



You face only two Surey Dooras on the higher difficulties, but "only" is a relative term. You don't have a lot of room to maneuver and the Surey Dooras are incredibly fast. Unfortunately for them, the cramped space means that a large enough Unite Bomb can cover most of the arena and leave them vulnerable to attack. After you take them down, you don't have to actually rescue anyone from a GDA fighter and can bridge over to the next transport as soon as the Envan blasts a hole in the wing.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	4:30	5:00	5:30	6:00	Very easy
Time	4:30	5:00	5:30	6:00	Easy
Time	4:00	4:30	5:00	5:30	Normal
Time	1:30	1:50	2:00	2:30	Hard
Time	1:30	1:50	2:00	2:30	101% Hard
Combo	2000	1500	1000	500	Very easy
Combo	2000	1500	1000	500	Easy
Combo	2500	2000	1500	1000	Normal
Combo	5000	4000	3000	2000	Hard
Combo	6000	5000	4000	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

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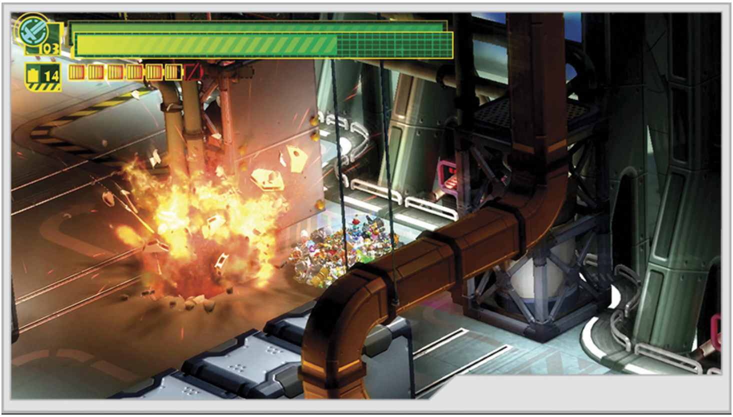
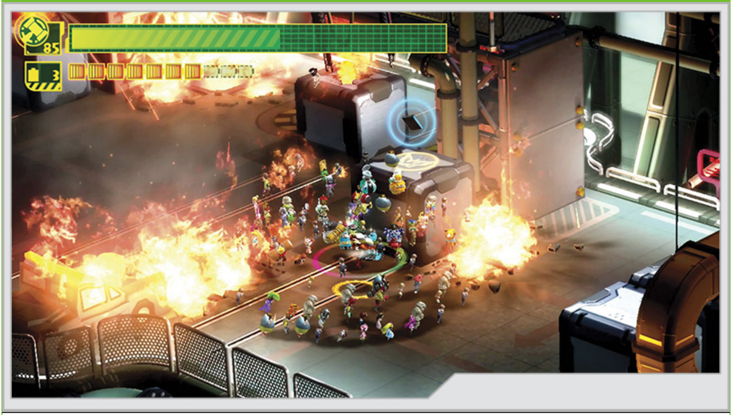
EMERGENCY



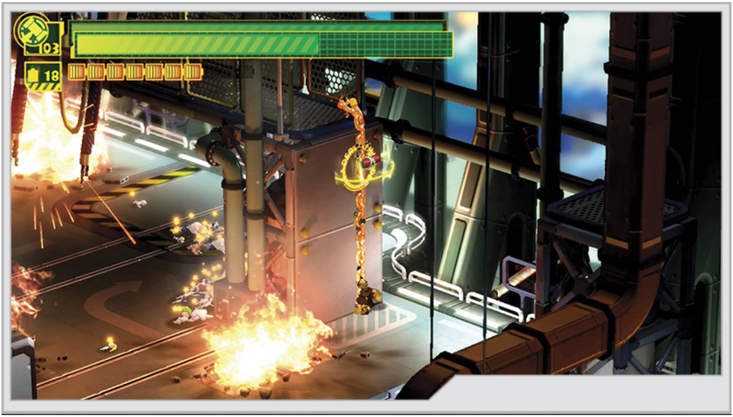
[5] After your brief reunion with Professor Shirogane, he joins your team as you continue deeper into the transport. Unite Sword your way past the chains holding down the boxes and continue forward. Watch out for parts of the deck to explode into flames; these can hurt you. Also look out for the cargo crates shifting back and forth, as they can crush you.

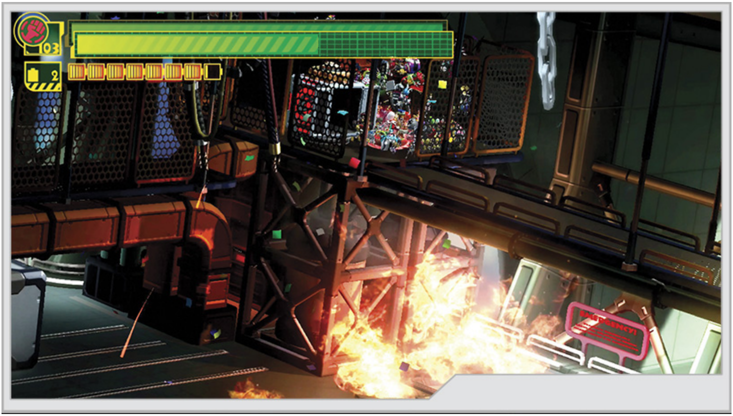
Tip

You'll Be Back

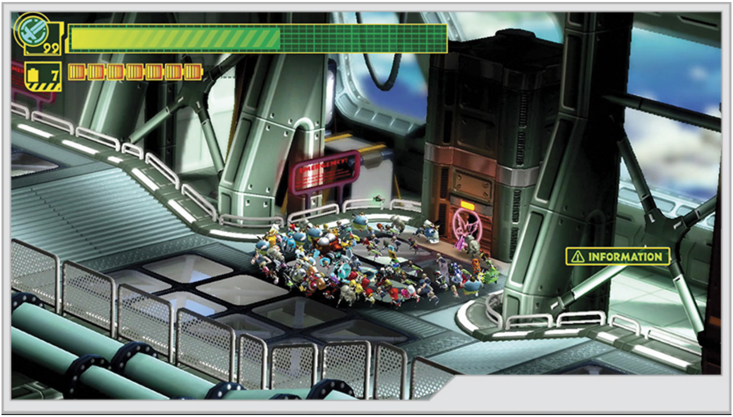


You can use the Unite Hammer on the lone moving crate after the first three to reveal GEATHJERK File No. 12.





[6] Climb up the wall that the lone moving crate keeps running into and you'll reach a walkway above the corridor. On the walkway, you can rescue several civilians and Wonder-Clean. Past the cluster of new recruits is a red supply box that contains Wonderful File No. 4.



[7] As you get past the moving crates section, you'll encounter a pile of debris with civilians you can rescue, next to an out-of-order service elevator. Send a Wonder-Liner into the elevator to reveal GEATHJERK File No. 11.

Mission 3

Medal Requirements

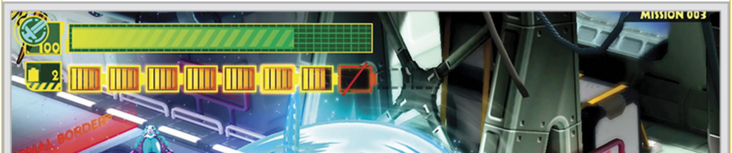
Enemies Present (Very Easy–Normal)

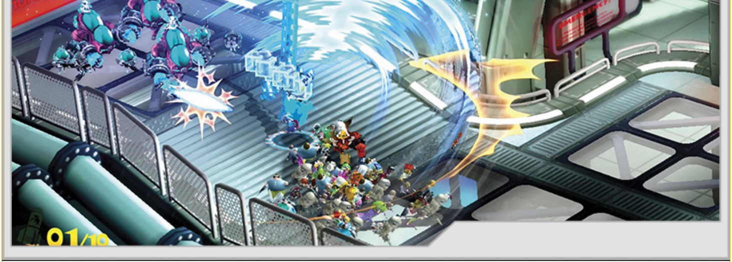
Wave 1: Chew Dough-Goo x3, Dough-Goo x9

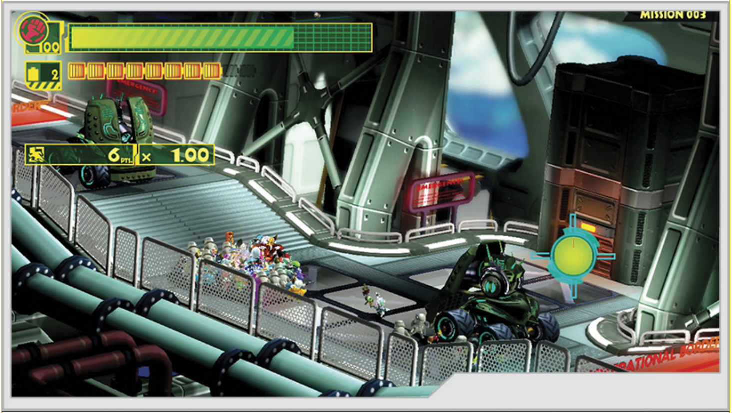
Wave 2: Hoedown x2

Enemies Present (Hard–101% Hard)

Diedough-Goo x3

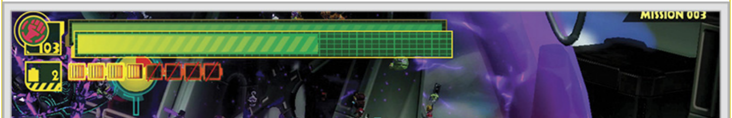


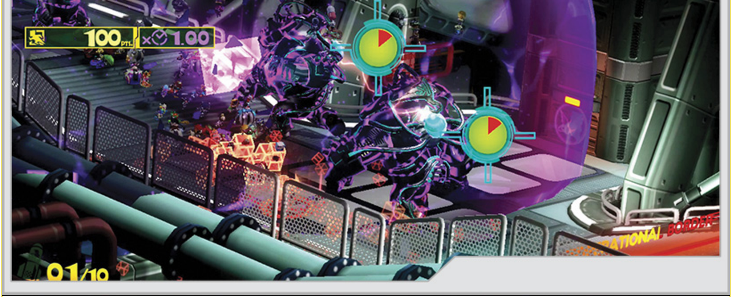


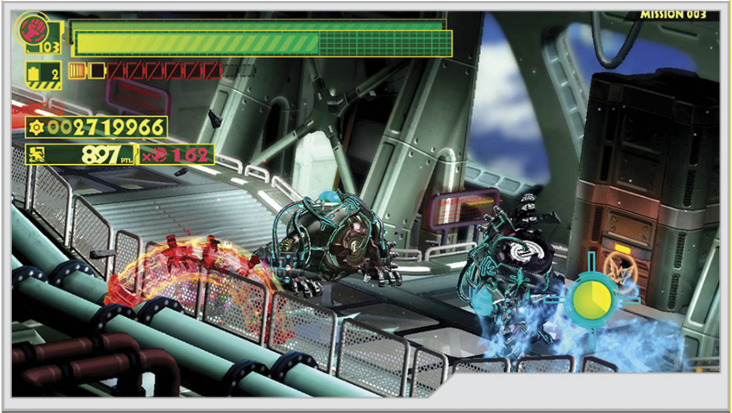


You've destroyed whole armies of Chew Dough-Goo at this point, so the first wave likely feels unremarkable. The Hoedowns in the second wave might be a bit trickier, as they spawn ready to do a pincer attack. Make life easier by destroying the one on the elevated ramp first, then go after the one on the lower level.

Hard and 101% Hard Mode







A trio of Diedough-Goo replace the foes encountered on the Normal difficulty, and things can get really bad, really fast in this confined arena. Control the situation with Unite Bombs, stun one target with team attacks, then bring it down with extreme prejudice, covering yourself with additional Unite Bombs as necessary. Hero Sense can really show its worth during this fight, giving you a chance to react should you somehow end up surrounded.

Ideally, this should not happen. The Diedough-Goo start out spread far enough apart that you can focus on one target at a time if you're fast enough after the first Unite Bomb. To help with this, Unite Camp before triggering the mission, which will guarantee a Unite Bomb big enough to cover all three, with the bonus of your other attacks seeing increased potency early on.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:00	3:20	3:40	4:00	Very easy
Time	2:40	3:00	3:20	3:40	Easy
Time	2:20	2:40	3:00	3:20	Normal
Time	1:40	2:00	2:20	2:40	Hard
Time	1:40	2:00	2:20	2:40	101% Hard
Combo	3000	2500	2000	1000	Very easy
Combo	3500	2500	2000	1000	Easy
Combo	4000	3500	2000	1000	Normal
Combo	10000	8000	6000	4000	Hard
Combo	12000	10000	8000	6000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

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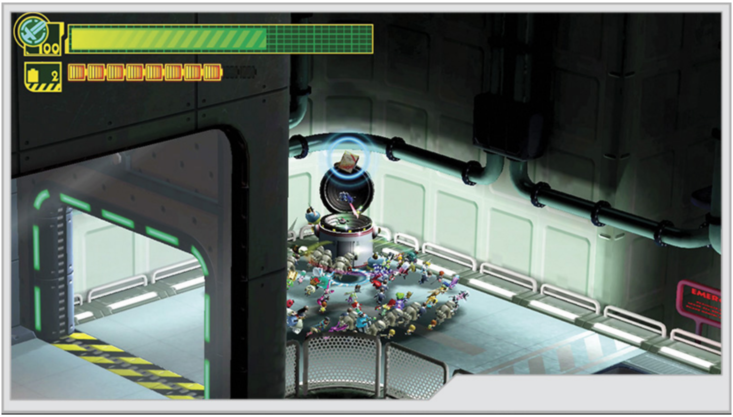
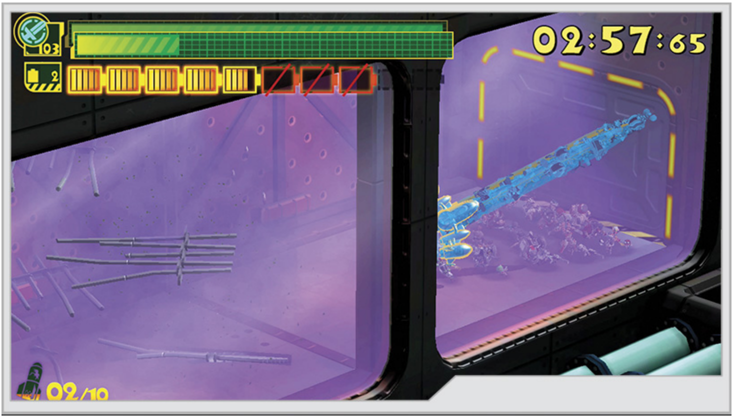
HELP!
EMERGENCY!
SAVING...



A Wonderful Toilet just past the Mission 3 zone contains Wonderful File No. 8. Additionally, you can extend a Wonder-Liner into the corridor to the left before triggering the next mission, allowing you to rescue civilians and Wonder-Movie early.



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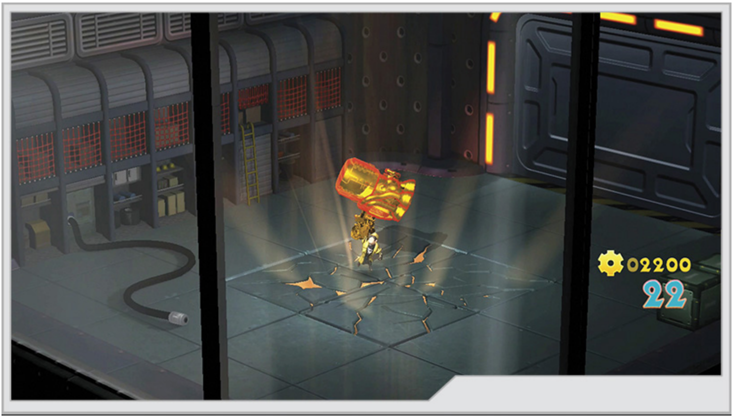
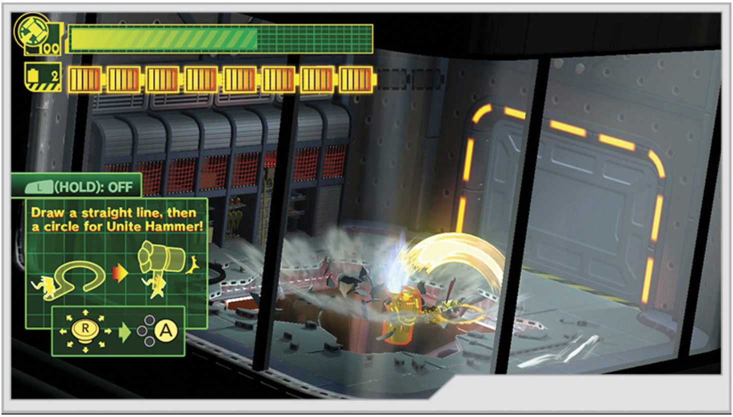
002726155
HELP!
HELP!

If you proceed into the corridor, a short scene plays out, showing you poison gas filling the corridor and locking you inside it. You have three minutes to break your way through the security barriers, rescuing everyone along the way, including Wonder-Movie if you haven't already.

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Draw a straight line, then a circle for Unite Hammer!

[8] The corridor leads to a dead end, but all is not lost for new players, as Wonder-Yellow finally joins the team and can help

you hammer your way through the floor to safety! Additionally, in all prior operations, yellow supply boxes will start to appear throughout, requiring Unite Hammer to open.

Note

Players on a second run through the operation can immediately hammer through the floor.

Mission 4

Medal Requirements

Enemies Present (Very Easy–Normal)

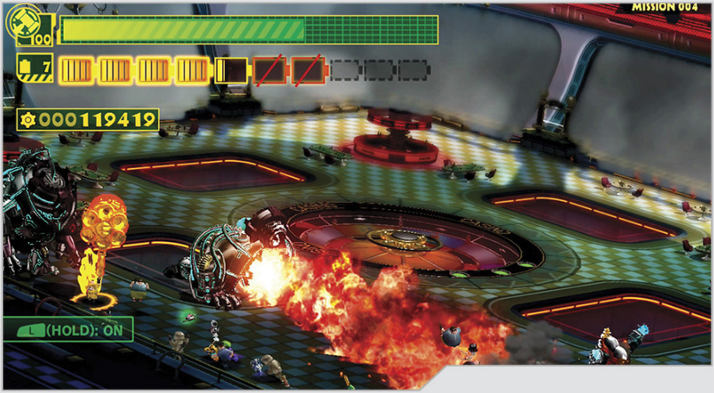
Wave 1: Diedough-Goo x2

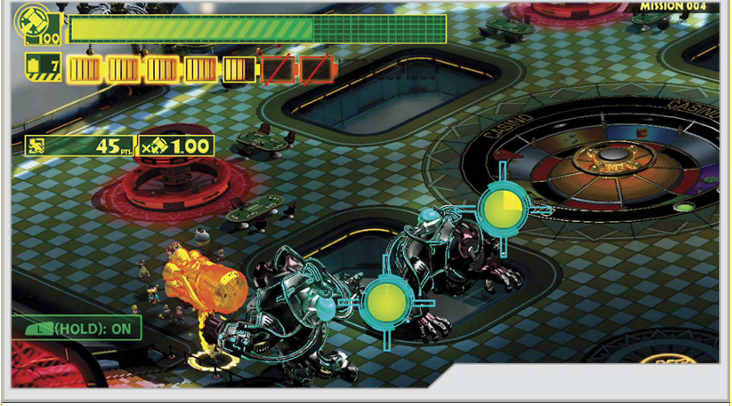
Wave 2: Megang x2

Enemies Present (Hard–101% Hard)

Wave 1: Gedie Dough-Goo

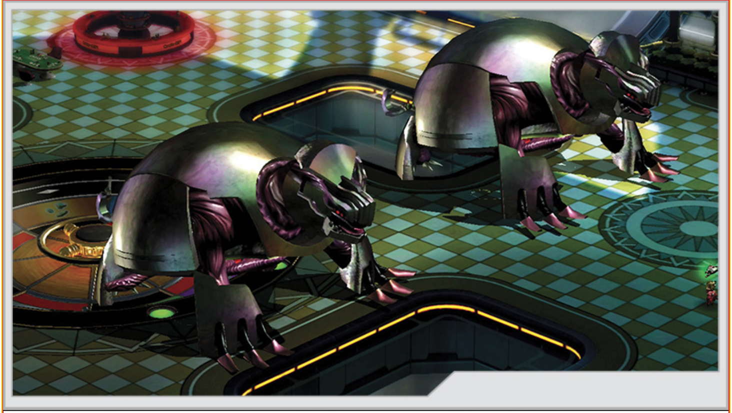
Wave 2: Megang x2



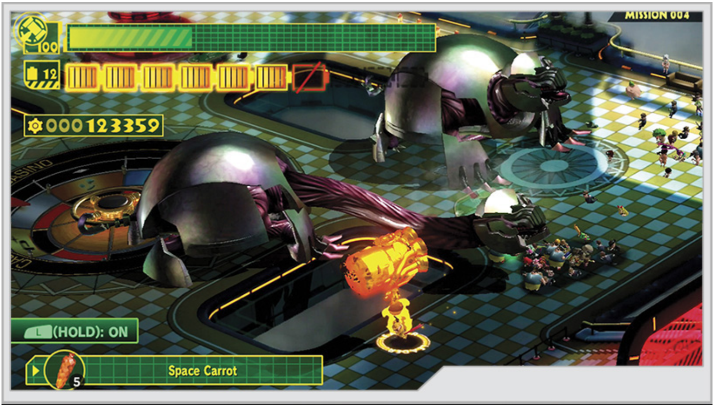


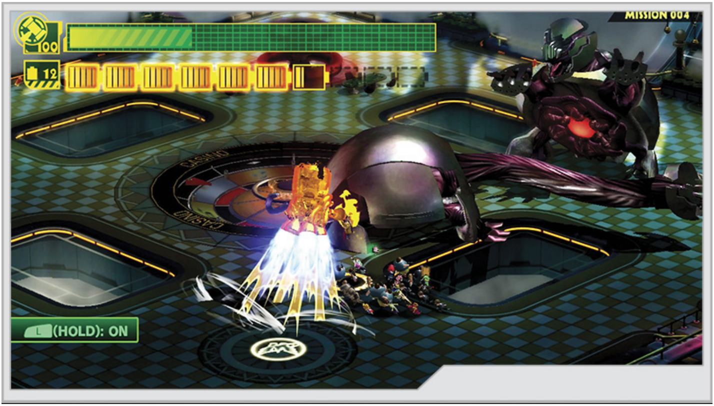
Upon crashing into the casino below the gas chamber, your first opponents are a pair of Diedough-Goo. First-timers might be tempted to use the Unite Hammer on them, but this is fairly unsafe, as the hammer takes a long time to strike, which leaves you vulnerable to the comparatively faster Diedough-Goo. Though they are dangerous, there is a lot of room for you to work with, allowing you to pick them apart at your convenience. The real challenge comes after them.

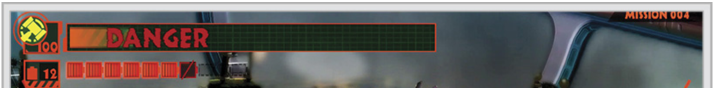
GEATHJERK Encounter: Megang

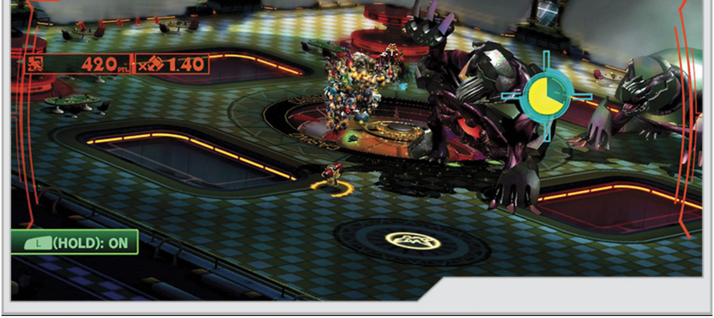


Vicious, armored space turtles, the Megang can repel almost any known modern armament with their smooth armored shells. Even the Unite Morph abilities of the Wonderful 100 can't penetrate this shell. However, Wonder-Yellow's Unite Hammer is capable of crushing their armored shells.

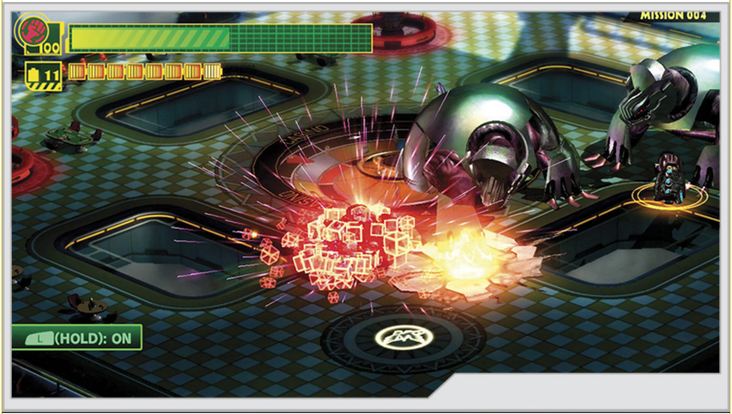


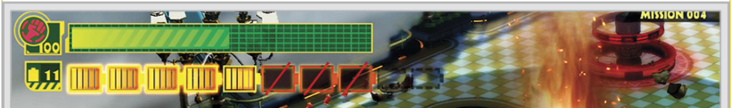


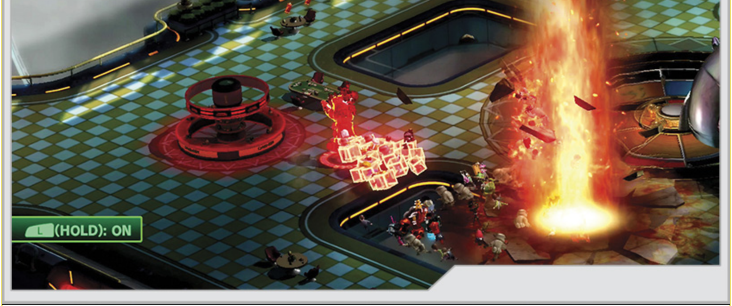




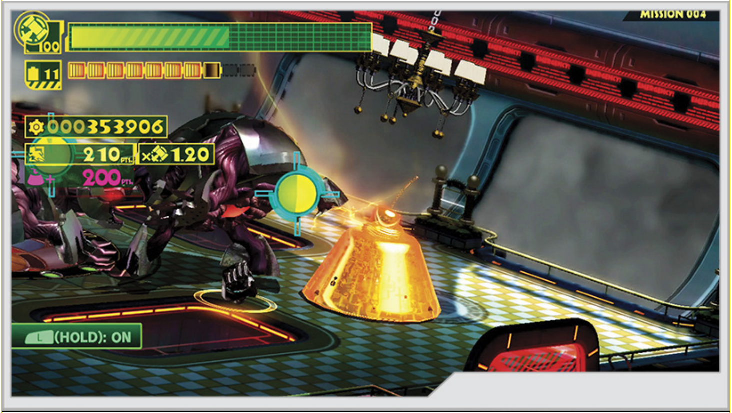
Megang typically appear in pairs, and for the inexperienced this can be a day-ruiner. The Megang hit incredibly hard, even on Normal mode, and despite their plodding appearance, they can actually hover off the ground and slash violently around them with their built-in blades. Their heads stretch out from their bodies to snap at nearby victims, announced by a red flash of their eyes. They can strike at enemies with all of their legs to defend their flanks.

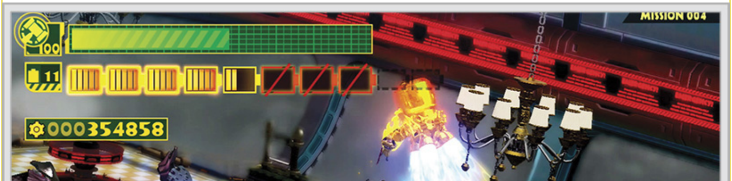


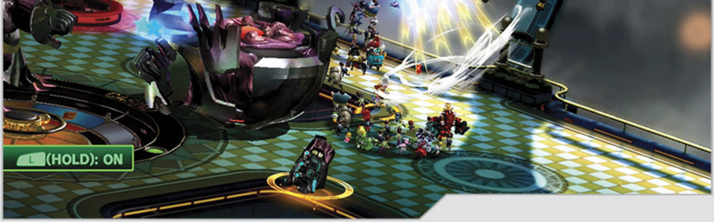




Megang can also summon pillars of flame under the feet of their targets. This is telegraphed by the Megang raising a leg in the air, then striking the ground, creating a small pool of flame under their leg and under their intended victim that soon explodes upward. When their health is low, they use a version of this attack that uses the whole body and summons multiple flame pillars.

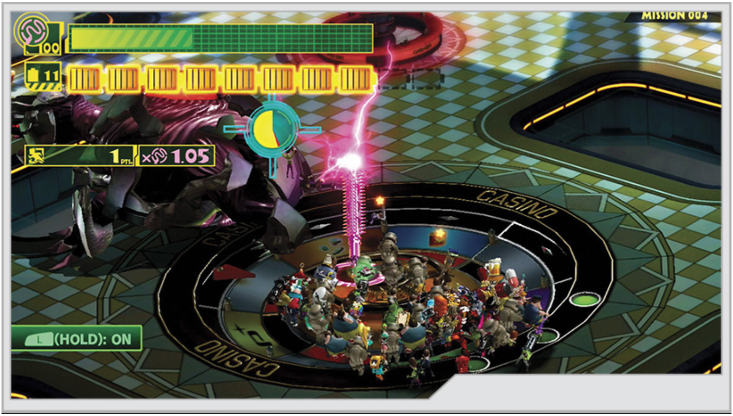






Try to work on one target at a time, using the Unite Hammer on their flanks and keeping the Megang from being able to easily support each other by having one Megang between you and the other Megang. You can Unite Guts their foot stomps, as well as the kicks they execute with their rear legs. A successful Unite Guts lifts them partway off the ground, revealing their soft bellies. A quick Unite Hand strike can tip them all the way over, giving you a great chance to Unite Hammer their weak point and shatter the shells quicker than they would with direct impacts.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:20	3:40	4:00	4:20	Very easy
Time	3:00	3:20	3:40	4:00	Easy
Time	2:40	3:00	3:20	3:40	Normal
Time	2:50	3:10	3:30	3:50	Hard
Time	2:50	3:10	3:30	3:50	101% Hard
Combo	4000	3500	3000	2000	Very easy
Combo	4500	4000	3500	3000	Easy
Combo	5000	4000	3000	2000	Normal
Combo	8000	7000	6000	4000	Hard
Combo	9000	8000	6000	5000	101% Hard
Damage	0	1000	2000	4000	Very easy
Damage	0	1000	2000	4000	Easy
Damage	0	1000	2000	4000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

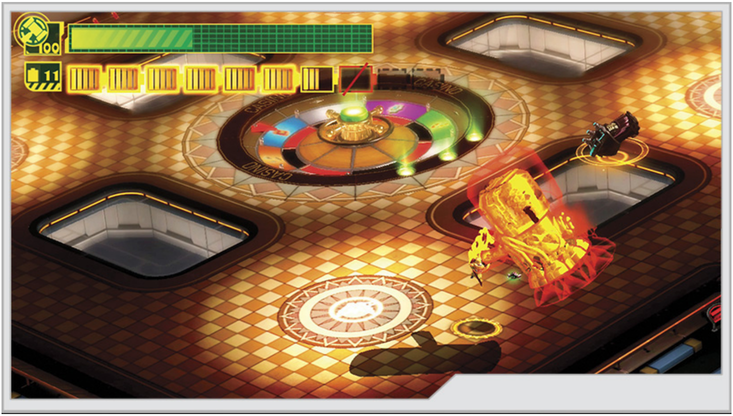


With its shell broken, a Megang becomes vulnerable to any type of Unite Morph and can even be stunned with Team Attacks. In this state, the Megang's tail also becomes more visible; yank it with Unite Whip for a short stun.

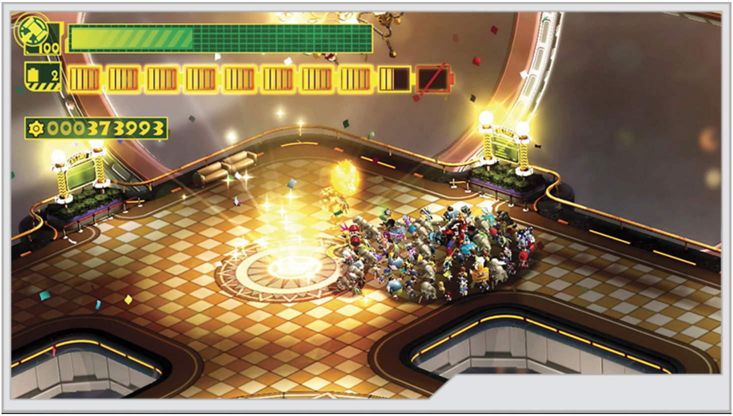
Hard and 101% Hard Mode

MISSION 004
103
2
CASINO

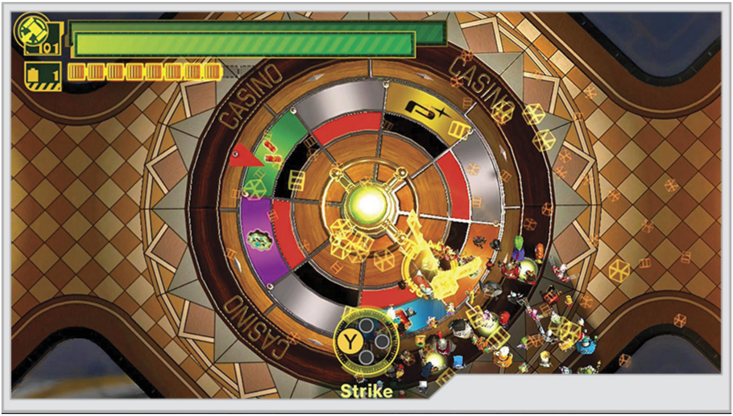
The primary difference of this fight on higher settings is that a single Gedie Dough-Goo is what greets you in the casino before the Megang show up. The Megang are a lot more aggressive with their fire pillars, and of course they hit significantly harder, but the basic strategy should be the same.

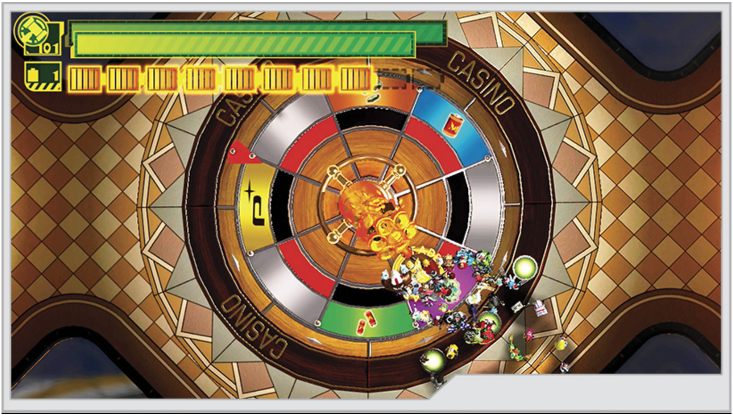


There's some item cleanup to perform before leaving the casino roulette room. First, use the Unite Hammer to check the circle on the room's bottom left to uncover Wonderful Figure No. 12.



Do the same on the circle on the upper right, mashing the fountain there with the hammer to reveal Wonderful Figure No. 86.

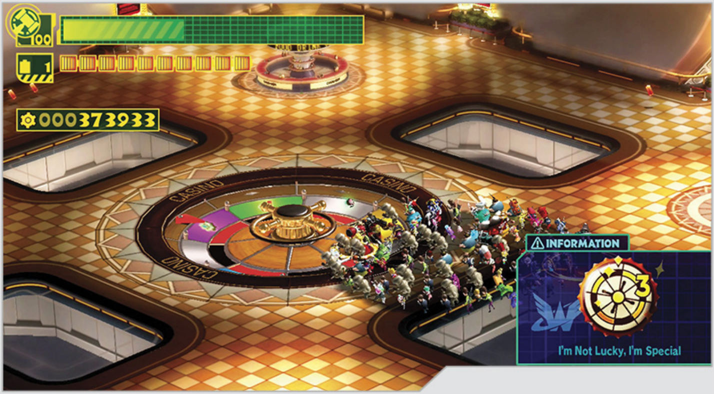




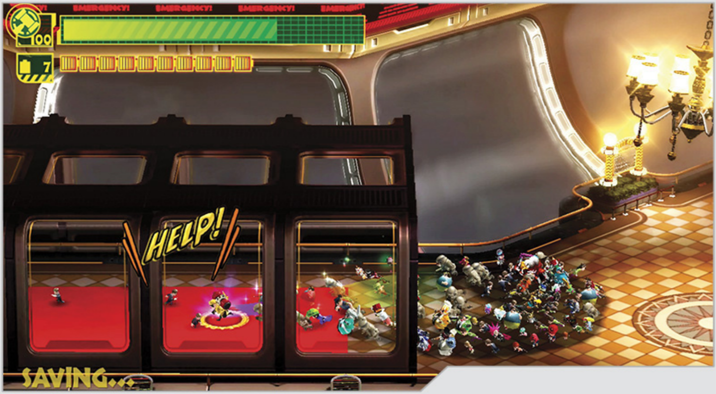
The roulette wheel at the center of the room can be played three times with the Unite Hammer. If you land on the yellow PlatinumGames logo, Wonder-Gambler will reward you with his presence, ready for recruitment. This can be tricky, as it takes time before the hammer strikes. If you trigger the hammer strike when the "P" logo is where it appears on the first screenshot, you should get exactly what you want.

Tip

I'm Not Lucky, I'm Special



Earn this achievement by winning at the roulette wheel three times in a row. Good luck!



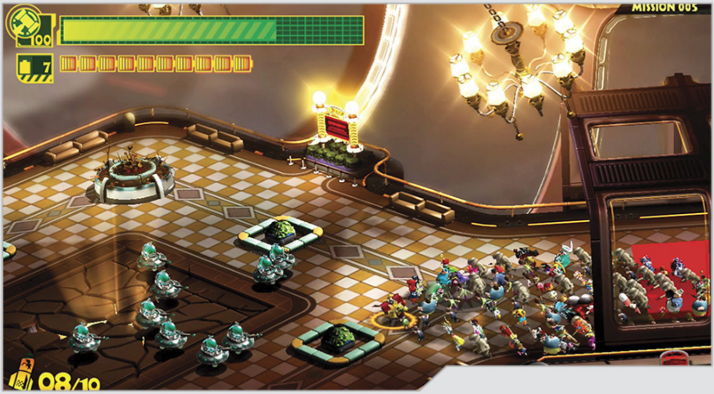
[9] Work your way through the corridor to the left of the roulette room to reach Mission 5.

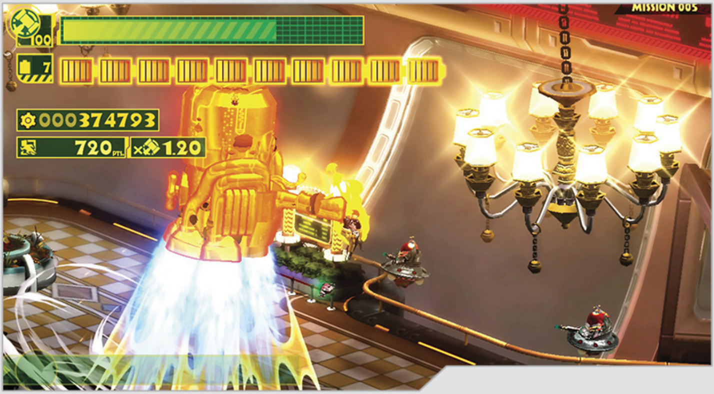
Mission 5

Medal Requirements

Enemies Present (All Difficulties)

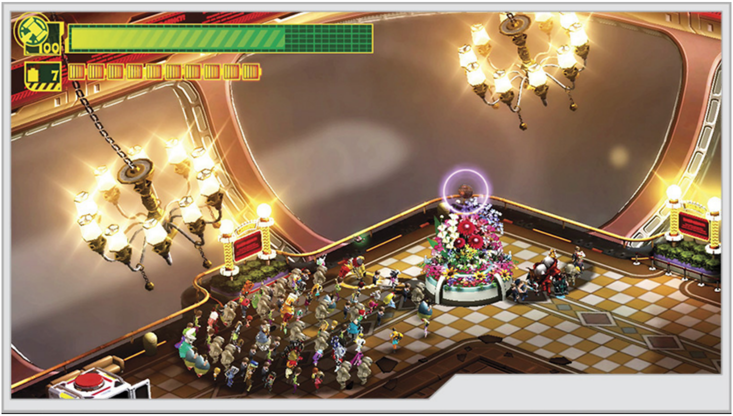
You-Hough x9



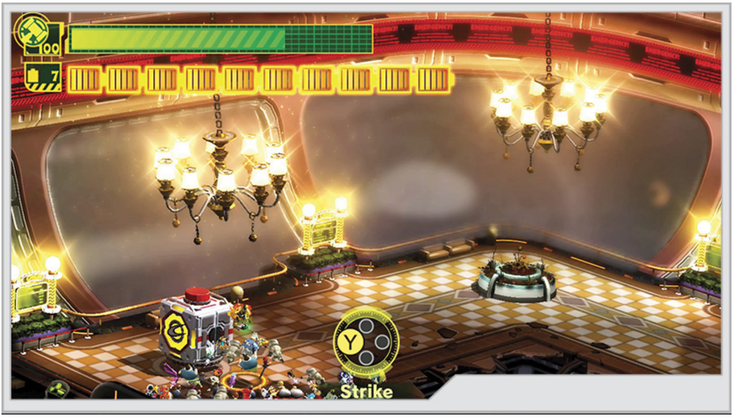


Be careful when fighting the You-Houghs in this room. Unite Sword is a good choice, as is a maximum-size Unite Hammer, which can make short work of the whole area in a few swings. However, the center of the room can be destroyed with the hammer, and if you fall through the hole before you finish off the enemy, you'll miss out on completing the battle and grabbing the items hidden in the room.

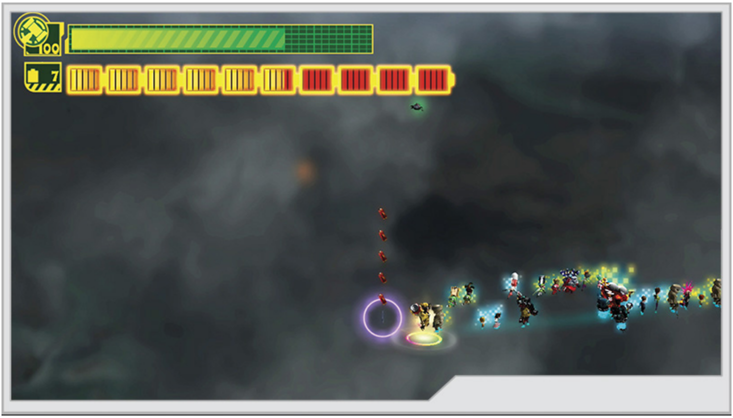
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:40	0:50	1:00	Very easy
Time	0:30	0:40	0:50	1:00	Easy
Time	0:20	0:30	0:50	1:20	Normal
Time	0:10	0:20	0:30	0:50	Hard
Time	0:10	0:20	0:30	0:50	101% Hard
Combo	300	200	100	50	Very easy
Combo	400	300	200	100	Easy
Combo	600	400	200	100	Normal
Combo	800	600	400	200	Hard
Combo	1000	800	600	400	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	400	800	1200	Hard
Damage	0	400	800	1200	101% Hard

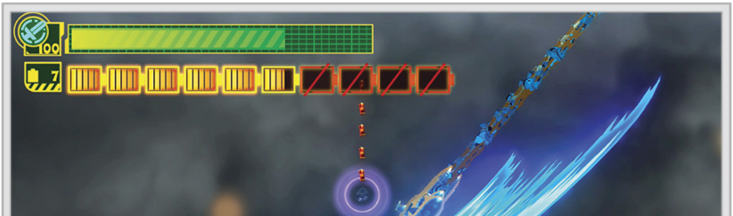


After swatting the You-Houghs out of the air, you've got some items to pick up. First is a Platinum Coin earned by wrapping a Wonder-Liner around a flower bed at the top corner of the room.

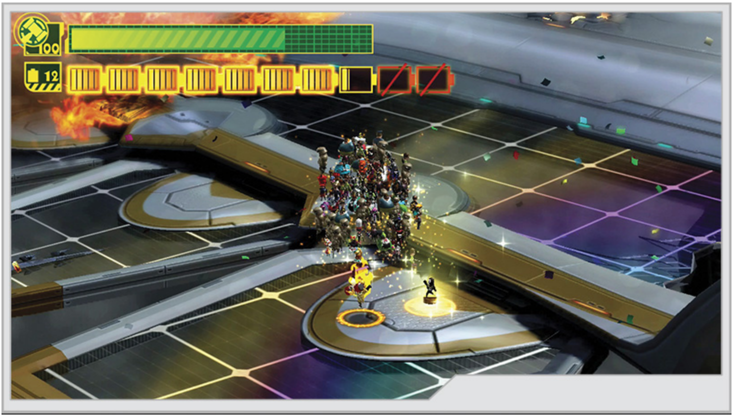


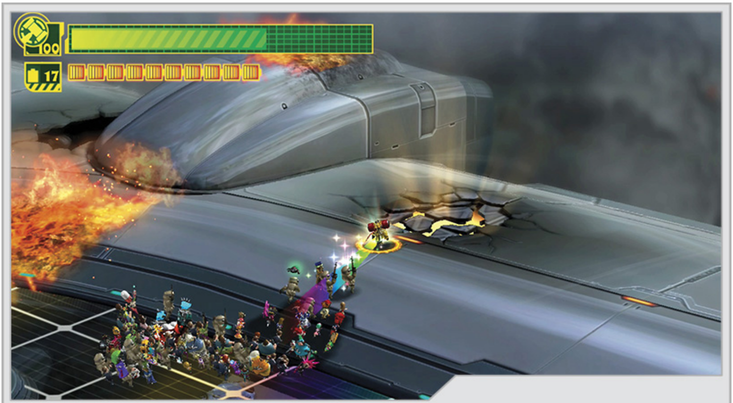
In the same room, you can locate Wonderful File No. 9 in a yellow supply box.



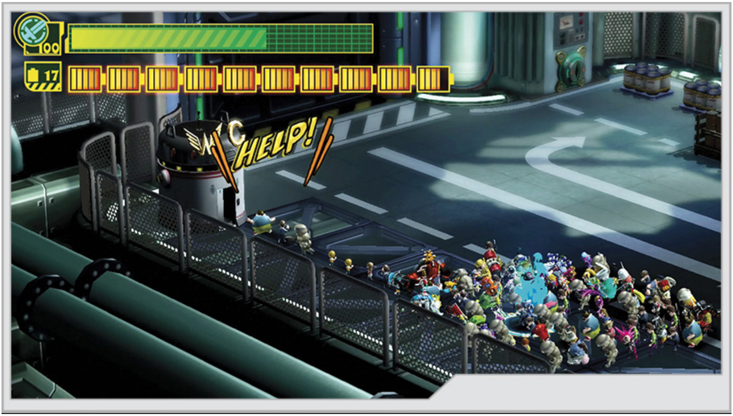


The next Platinum Coin is very easy to miss, and can be recovered only during the fall from the hole at the center of the Mission 5 room. Set up the largest Unite Sword possible before taking the leap. The coin is located just below the second trail of Wonderful Batteries you pass, but it's difficult to directly aim for. With Unite Sword you can swipe at the coin to collect it. Good luck with this. The game auto saves the moment after you complete the jump, so missing it on the first pass means you have to get the coin on a later attempt.





[10] After landing on the wing of the next shuttle, a missile barrage damages the wing and creates a section that can be busted open with Unite Hammer. Before you dive right in, check the trailing edge of the wing with the Unite Hammer for Wonderful Figure No. 41.



Once you get inside the shuttle through the breach you created, you'll discover a Wonderful Toilet with some civilians. The toilet contains some food. The door out of the area is sealed by a Unite Sword lock [11], but power is out in this room and the door will not open. You're prompted to return to the wing of the shuttle to absorb lightning strikes with the Unite Sword in order to power the lock.

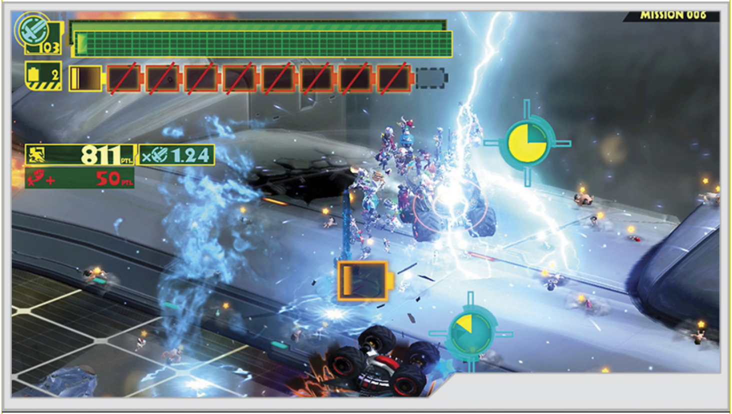
Mission 6

Medal Requirements

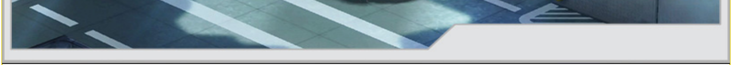
Enemies Present (All Difficulties)

Raydown x2

MISSION 006
103
2



After climbing back to the wing, a pair of Raydowns ambush you while you try to absorb lightning. Focus on the enemy first before going about your business.



After absorbing lightning, you have to keep the sword out and walk back to the lock in order to keep the electrical charge. Open the door and proceed forward. The next room has machinery that lacks the valve necessary for you to twist [11], but the ambush in this area will soon rectify that.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:10	2:30	Very easy
Time	1:30	1:50	2:10	2:30	Easy
Time	1:20	1:40	2:00	2:20	Normal
Time	1:10	1:20	1:30	1:50	Hard
Time	1:10	1:20	1:30	1:50	101% Hard
Combo	1000	800	600	400	Very easy
Combo	1500	1200	800	500	Easy
Combo	2500	2000	1500	1000	Normal
Combo	3500	3000	2500	2000	Hard
Combo	4000	3500	3000	2500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

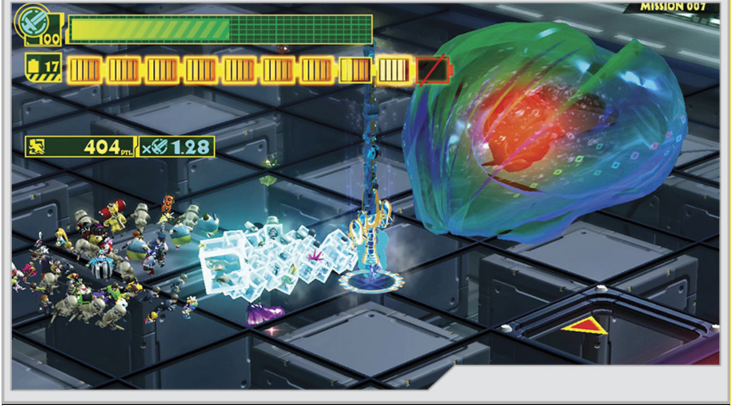
Mission 7

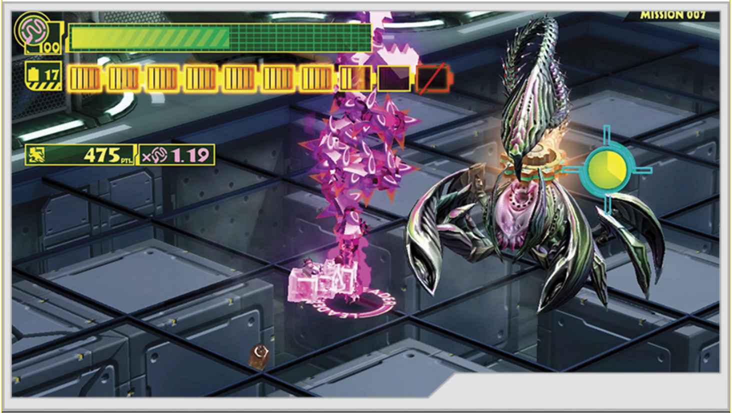
Medal Requirements

Enemies Present (All Difficulties)

Wave 1: Nyerk

Wave 2: Dahkarts

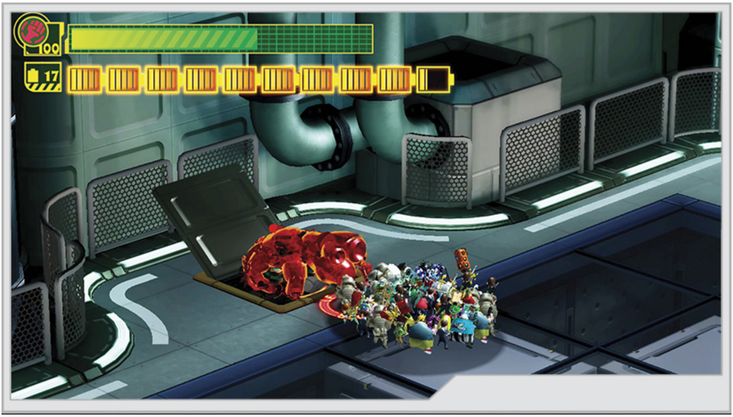




A Nyerk oozes onto the scene as you cross into the center of this room, all alone. After it's splattered, a Dahkarts appears in its place, with the valve you need strapped to its back.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:10	3:30	3:50	4:10	Very easy
Time	2:50	3:10	3:30	3:50	Easy
Time	2:30	2:50	3:10	3:30	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	1:00	1:20	1:40	2:00	101% Hard
Combo	2000	1500	1000	500	Very easy
Combo	2500	2000	1500	1000	Easy
Combo	3000	2500	2000	1500	Normal
Combo	5500	4500	3500	2000	Hard
Combo	6000	5000	4000	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

100
17
Y
Throw



After you put the Dahkarts down, Wonder-Liner around the valve, then have it carried over to the machine that needs it and throw it on. Twist the valve to open a door that will take you underneath the glass floor. Get ready for another ambush under the glass.

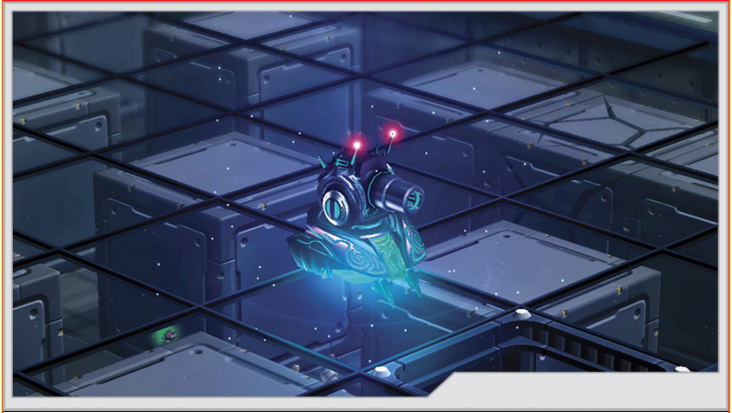
Mission 8

Medal Requirements

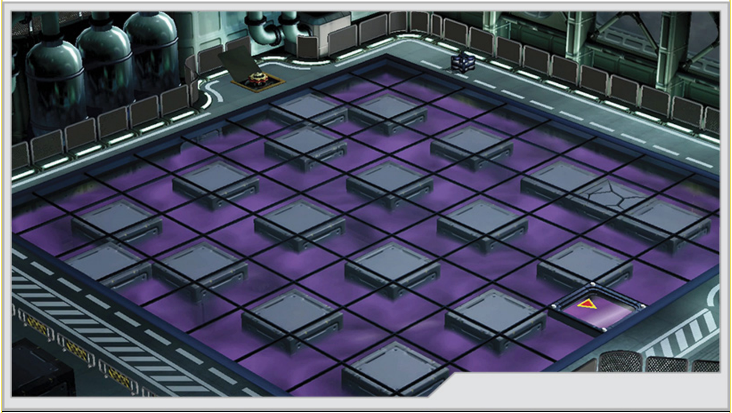
Enemies Present (All Difficulties)

Dough-Kun x4

GEATHJERK Encounter: Dough-Kun



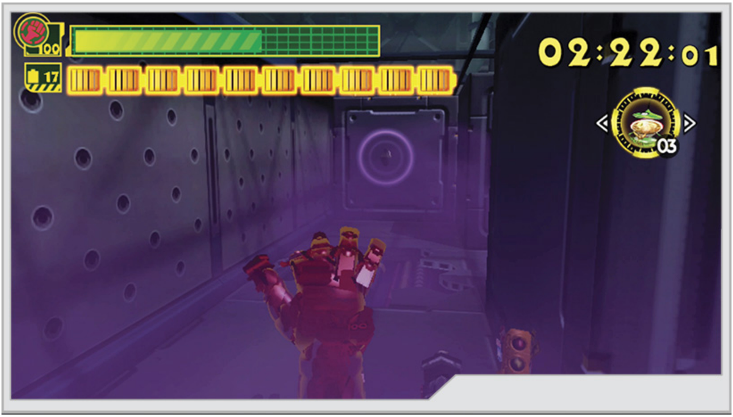
Using a Hoedown-inspired design and adding the ability to hover over hazardous terrain, the Dough-Kun is able to bring heavy firepower in support of GEATHJERK troops to even more varied types of terrain. Unfortunately, their engines give off extremely noxious fumes, making battling against multiple Dough-Kun in enclosed spaces a more dangerous affair than usual.

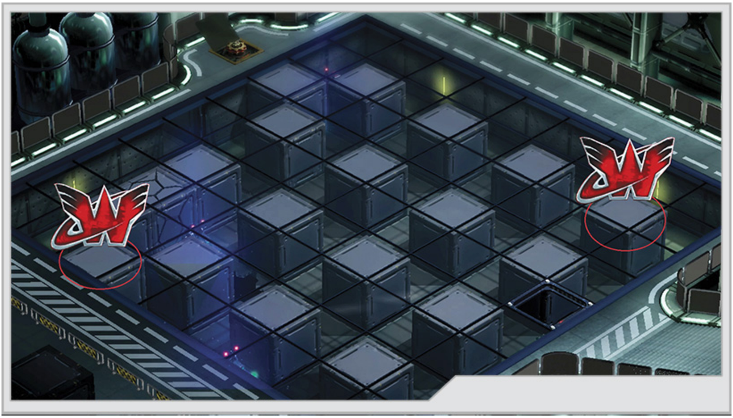


This is an interesting mission. You have a limited amount of time to hunt down all of the Dough-Kun in the mini-maze. However, the action takes place primarily on the GamePad, and you must rely on the overhead view of the action on your TV to help you pinpoint where the Dough-Kun are hiding by locating the lights they are emitting through the purple mist. There are a total of four targets, and they do not sit still.

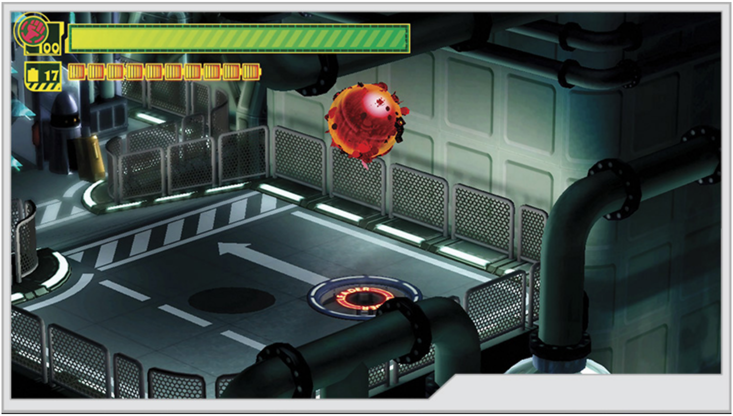
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:20	2:30	2:50	3:00	Very easy
Time	2:10	2:20	2:40	3:00	Easy
Time	2:00	2:10	2:30	3:00	Normal
Time	1:20	1:40	2:00	2:20	Hard
Time	0:50	1:00	1:20	1:50	101% Hard
Combo	180	160	140	120	Very easy
Combo	200	180	160	140	Easy
Combo	200	180	160	140	Normal
Combo	800	600	400	200	Hard
Combo	1000	800	600	400	101% Hard

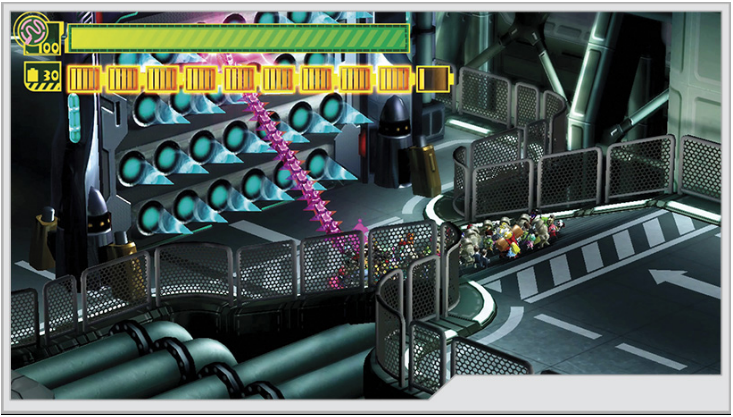
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





Hidden in the maze are a Platinum Coin and two Wonderful Ones to recruit to the team. The coin is more obvious and can be easily found during Mission 8 or afterward, as it can be seen through the glass. Wonder-Fighter is located inside a block behind the Platinum Coin. You have to break into that block by destroying its right side wall. Wonder-Sniper is inside a block on the far right corner of the maze. You first must destroy a block that is next to it; then you can destroy another wall to get access to your new recruit.





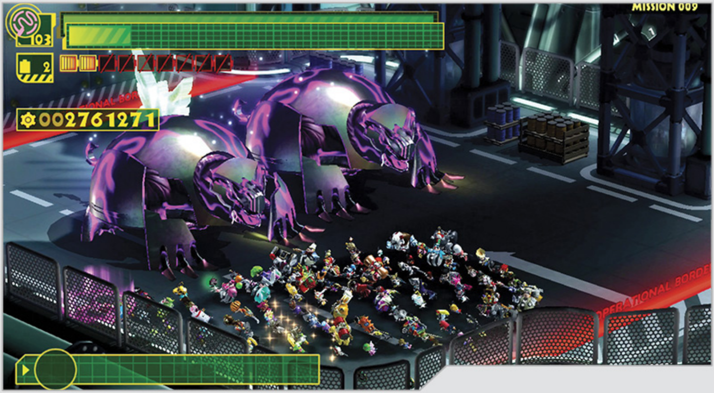
After you've scoured the maze for goods and recruits, go through the door that opened at the end of Mission 8. You will be launched up an air vent to the next room. Don't run forward just yet! Turn into a 100-man Unite Ball and try to roll back into the air vent. After a few seconds, you will be launched up to a Hero Heart Fragment. Use the Unite Whip to break through the barrier, and continue toward the waiting Wonderful Mart!

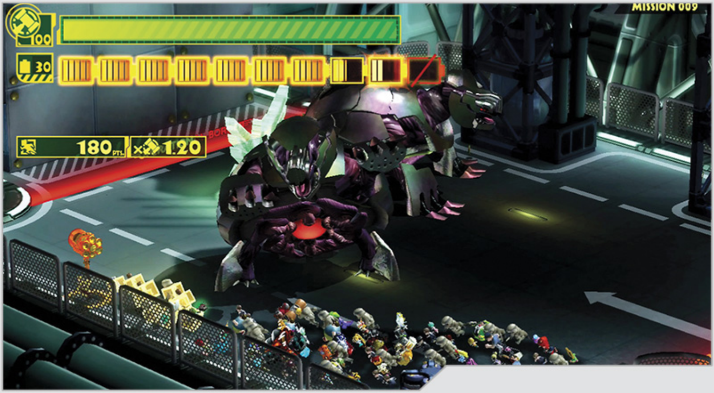
Mission 9

Medal Requirements

Enemies Present (All Difficulties)

Megang x2

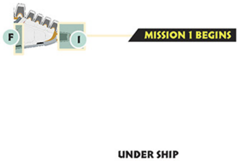


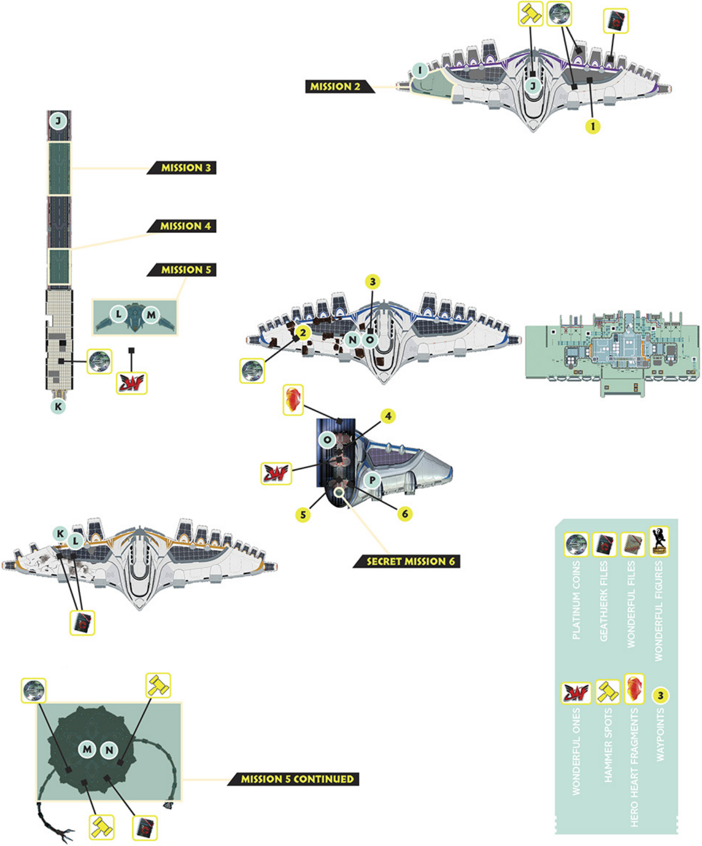


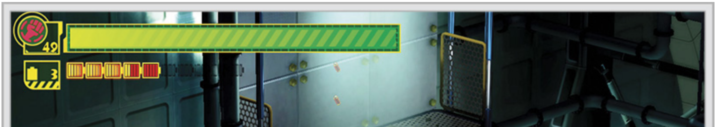
Your exit is blocked by one last pair of Megang. This is a doozy of a fight thanks to the close quarters. It is still possible to maintain focus on a single target, but you'll have to work harder to stay ahead of the repeated flame pillar attacks. More frustrating is the Megang are close enough to each other that they can stretch their heads around their comrade to use their lethal bite attack. Try to parry one of their leg strikes to tip them over as quickly as possible, but remember that you might have to wait a bit until they decide to accommodate this plan. Once you defeat the Megang, Operation 003-A is complete.

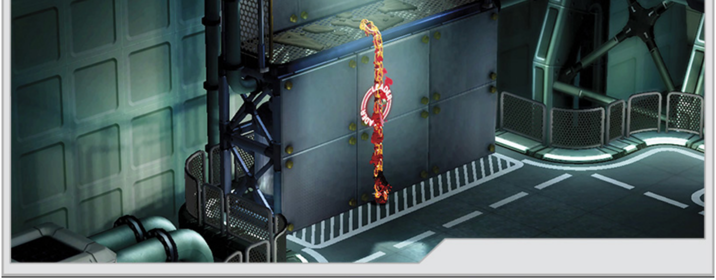
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:40	4:00	4:20	4:40	Very easy
Time	3:20	3:40	4:00	4:20	Easy
Time	3:00	3:20	3:40	4:00	Normal
Time	1:10	1:20	1:40	2:00	Hard
Time	1:10	1:20	1:40	2:00	101% Hard
Combo	2000	1500	1000	500	Very easy
Combo	3000	2500	2000	1000	Easy
Combo	4000	3500	3000	2000	Normal
Combo	5000	4000	3000	2000	Hard
Combo	6000	5000	4000	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

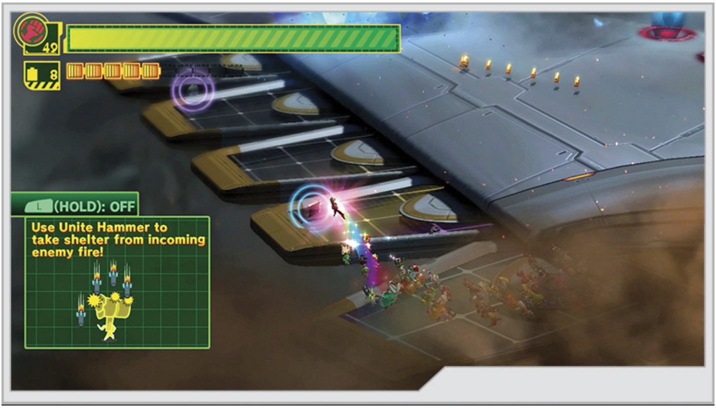
Operation 003-B



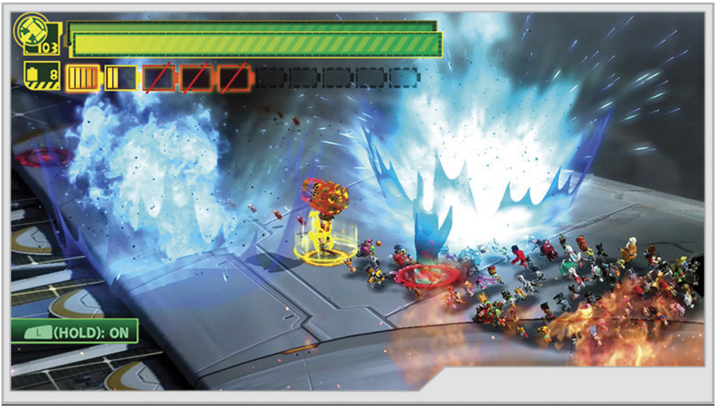




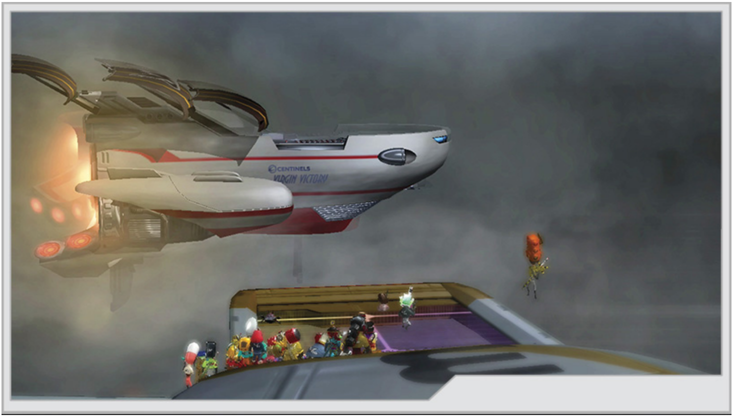




Use Unite Hammer to take shelter from incoming enemy fire!



[1] After exiting the Wonderful Mart, climb up the wall behind it to get back to the outside of the shuttle. Once outside, check the trailing edge of the wing for GEATHJERK File No. 13 and a Platinum Coin. As you approach the wing tip, a massive missile barrage starts to fall all across the wing. If you use Unite Hammer, it can protect you from any direct hits.



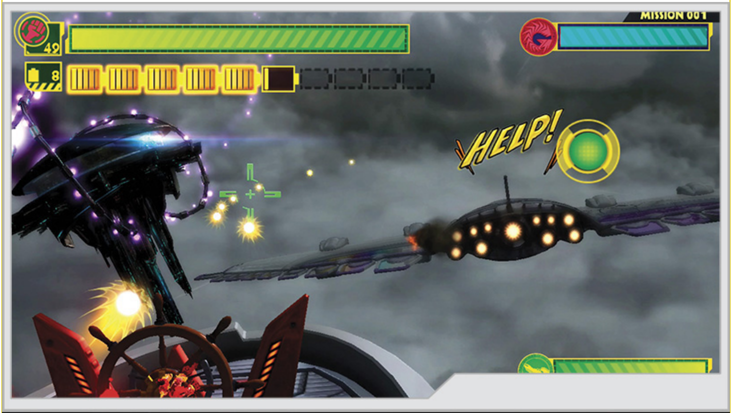
Surviving the barrage, you will see a short cutscene. The Envan from before has returned to harass the Virgin Victory and the rest of the surviving shuttles. Once you regain control, jump aboard the Virgin Victory and perform Unite Hand so you can grab the ship's wheel.

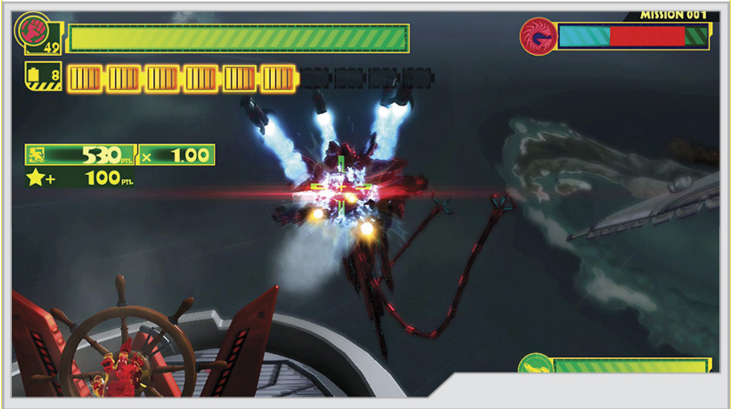
Mission 1

Medal Requirements

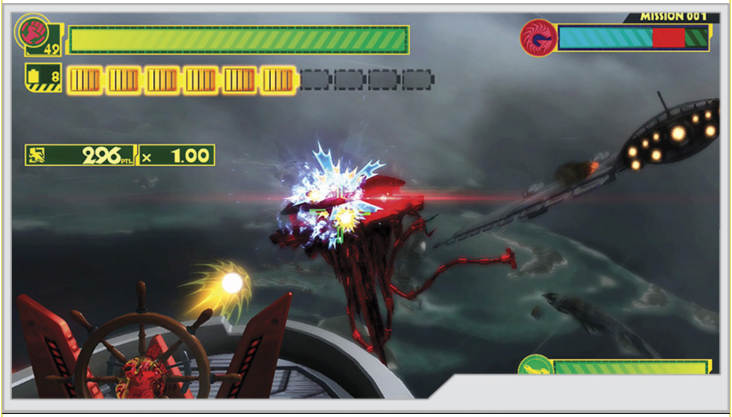
Enemies Present (All Difficulties)

Envan

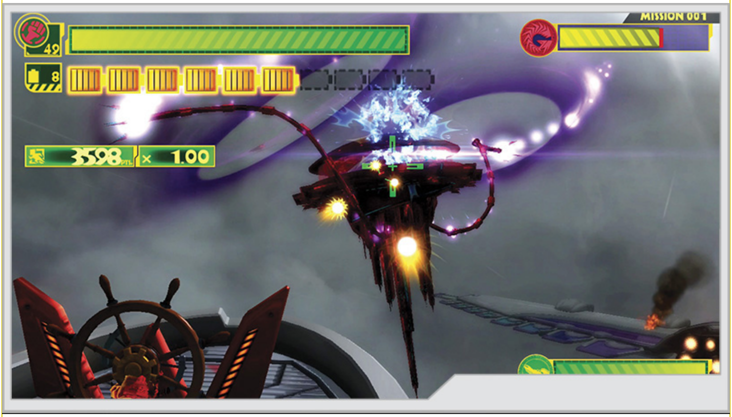


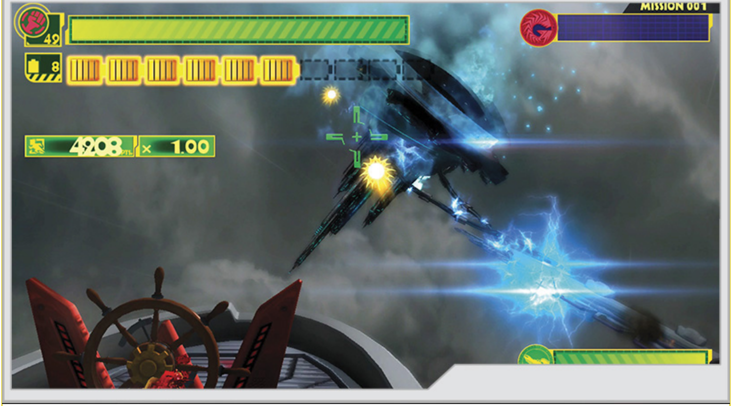


Your job is to defend the shuttle in the distance while concentrating the Virgin Victory's guns on the Envan. The enemy will make this difficult by firing missiles both at the shuttle and the Virgin Victory, and you must intercept them in either case: both the shuttle and the Virgin Victory have limited health. You can see these missiles actually peek outside of the Envan's head before launch, giving you a chance to destroy them and cause damage to the UFO. It's vital that you protect the shuttle; failure will force a continue. The shuttle can be shot down very quickly on the Hard and 101% Hard modes, either by enemy fire or friendly fire, so it's imperative on those settings that you shoot the Envan down as quickly as possible.



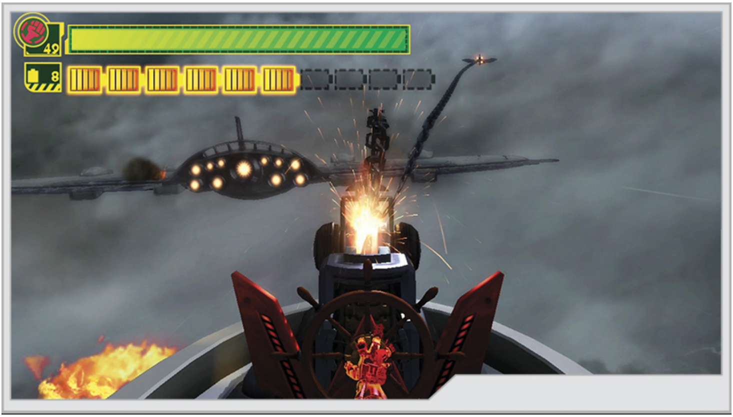
It's not enough to just hold down the trigger; you've got to rapidly tap the Fire button to make sure you're putting out enough damage if you're at all interested in the Platinum ranks. Also, if you aim for the glowing "eye" of the Envan, you can deal a little extra damage to give you an edge. The Envan can be surprisingly quick, using bursts of rapid teleportation to flit about the sky and throw off your aim, which means you must take full advantage of every moment it sits still.





Occasionally, the Envan will try to latch on to the shuttle and drain its power, or it will power up before unleashing a melee strike with its tentacles. Fire the guns as fast as you can in order to stop this process quickly. Occasionally it will also fire missiles while close to the shuttle, making interception difficult. Once you deal enough damage, the Envan retreats and the mission completes.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:50	6:00	6:10	6:30	Very easy
Time	4:50	5:00	5:10	5:30	Easy
Time	3:50	4:00	4:10	4:30	Normal
Time	2:50	3:00	3:10	3:30	Hard
Time	1:50	2:00	2:10	2:30	101% Hard
Combo	1500	1200	800	500	Very easy
Combo	2000	1500	1000	500	Easy
Combo	2500	2000	1500	1000	Normal
Combo	3000	2500	2000	1500	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



The shuttle is safe for the moment, but you now need to fire the Virgin Victory's anchor over to the shuttle so you can board it. As you reach the shuttle, an ambush takes place.

Mission 2

Medal Requirements

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:30	5:50	6:10	6:30	Very easy
Time	5:00	5:30	5:50	6:10	Easy
Time	4:30	4:50	5:10	5:30	Normal
Time	3:20	3:40	4:00	4:20	Hard
Time	2:20	2:40	3:00	3:20	101% Hard
Combo	2500	2000	1500	500	Very easy
Combo	3000	2500	2000	1500	Easy
Combo	3500	3000	2500	2000	Normal
Combo	4000	3500	3000	2500	Hard
Combo	5000	4000	3000	2000	101% Hard
Damage	0	1000	2000	4000	Very easy
Damage	0	1000	2000	4000	Easy
Damage	0	1000	2000	4000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Enemies Present (Very Easy–Normal)

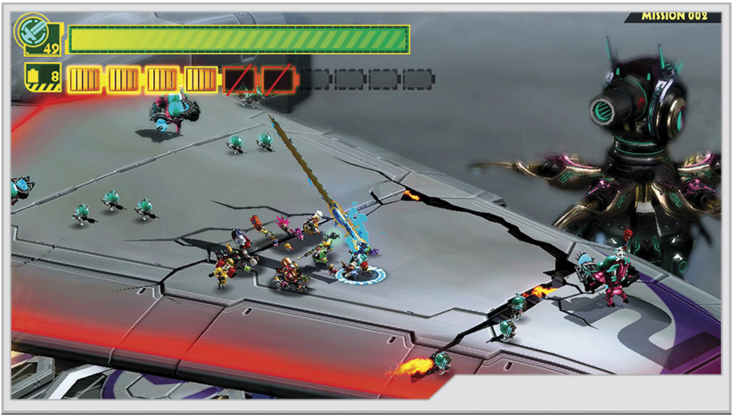
Wave 1: Chew Dough-Goo x3, Dough-Goo x12, Tiekuu

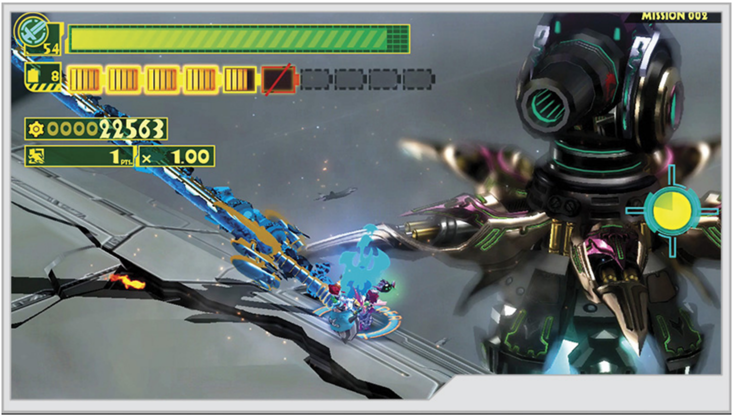
Wave 2: Diedough-Goo x2

Enemies Present (Hard–101% Hard)

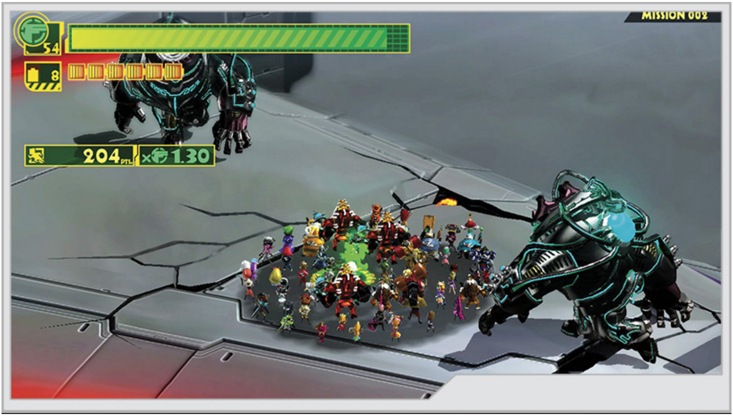
Wave 1: Chew Dough-Goo x3, Dough-Goo x12, Tiekuu

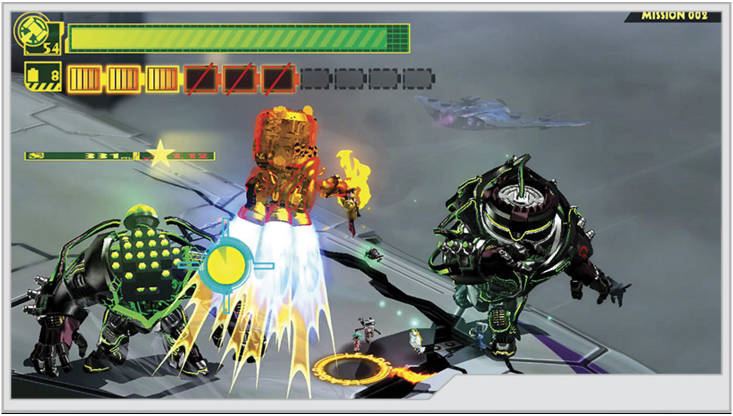
Wave 2: Hah-Gonay





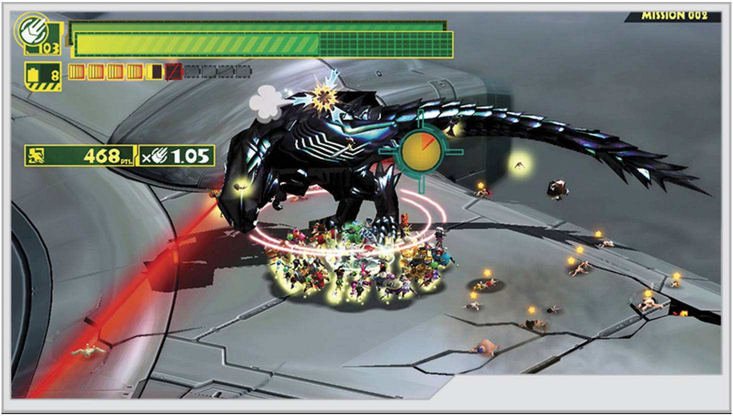
The first wave of this mission can easily cost you the Pure Platinum thanks to the Tiekuu hovering just off to the side of the wing, lobbing cannon shots onto the aircraft while you are preoccupied with the Chew Dough-Goo and Dough-Goo. Try clearing out the infantry first, then focus on firing the Tiekuu's cannon shots back at it.





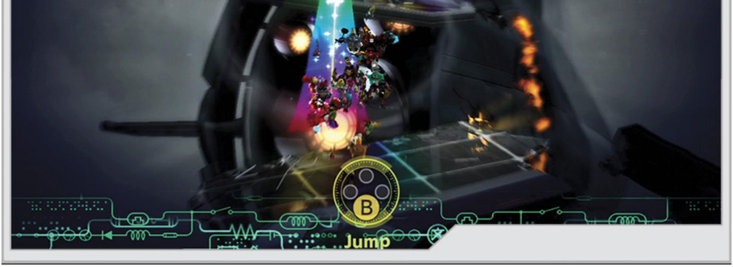
Two Diedough-Goo follow up the first wave. The wing has plenty of room to maneuver, so it should be simple to stay out of their reach while you go to work. If possible, lure the two close to each other so you can nail both with a sufficiently powerful Unite Whip.

Hard and 101% Hard Mode

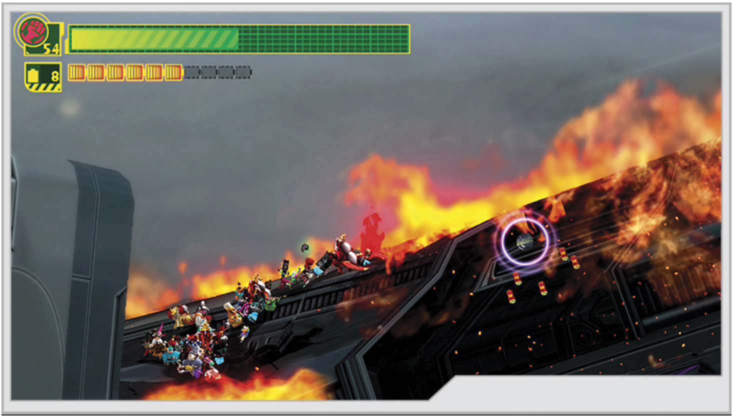


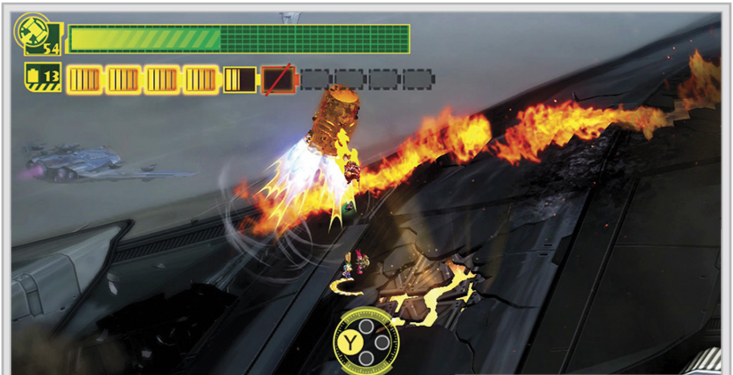
The Hah-Gonay is all by its lonesome for the second wave, replacing the Diedough-Goo. Arguably this is an easier fight to manage.

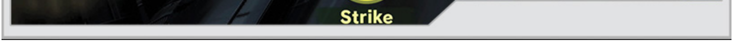
MISSION 002
54
8
16.48



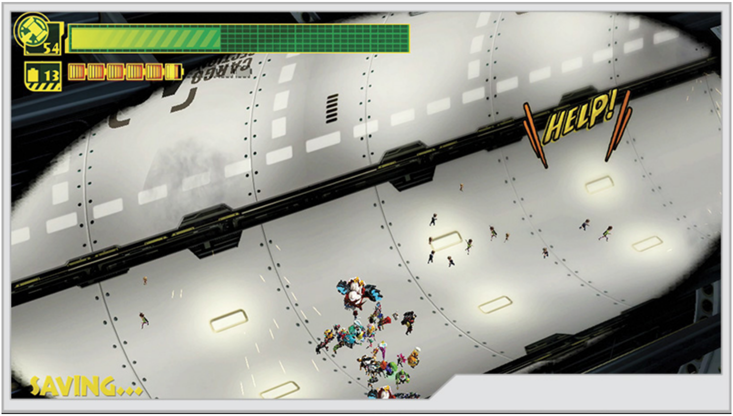
After you complete the battle, the shuttle suffers catastrophic damage, with the wing coming apart and sending the Wonderful 100 flying away. You have to Wonder-Jump across a series of debris chunks until you can manage a "safe" return to the now-spiraling shuttle. Mission accomplished...?







As the shuttle spirals through the air, you need to keep walking with it to avoid getting flung off. You will see a place you can hammer through to get inside the shuttle, but ignore it for a moment and keep following the hull until you find a valve you can twist open with Unite Hand. This will reveal a Platinum Coin. Work fast, as the shuttle will start rotating in the opposite direction, forcing you to hammer your way inside or fall off and lose health.



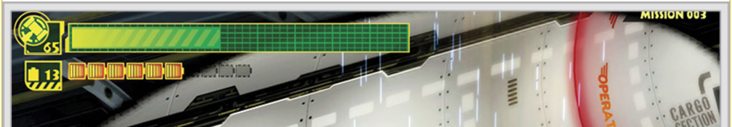
A number of civilians can be found inside the rotating central shuttle passage. Save who you can, and press onward to the right.

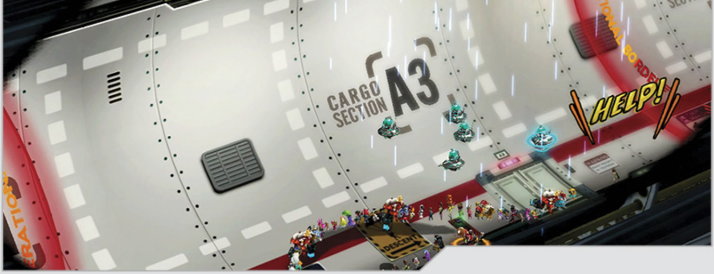
Mission 3

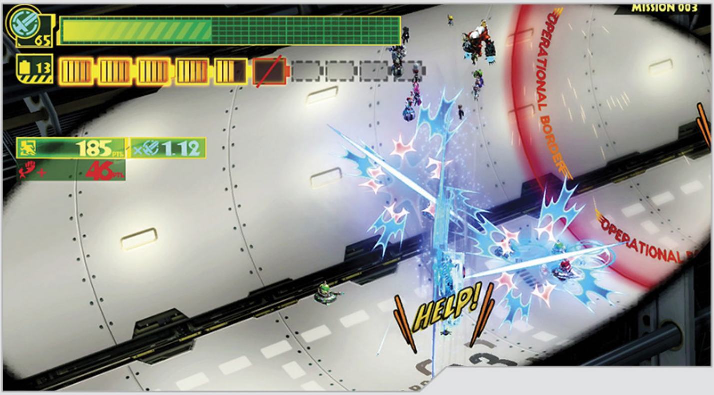
Medal Requirements

Enemies Present (All Difficulties)

You-Hough x9



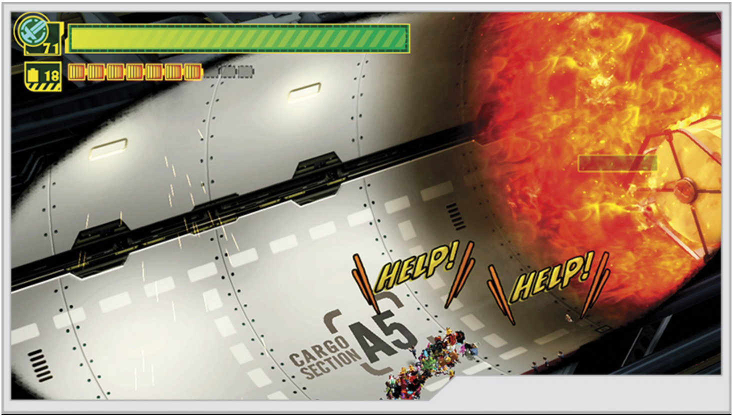




Not a tough ambush to deal with by any means. Swat the flies and move on.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:10	1:20	1:40	2:00	Very easy
Time	1:00	1:10	1:30	1:50	Easy
Time	0:50	1:00	1:20	1:40	Normal
Time	0:20	0:30	0:40	0:50	Hard
Time	0:10	0:20	0:30	0:40	101% Hard
Combo	70	60	50	40	Very easy
Combo	80	70	60	50	Easy
Combo	90	80	70	60	Normal

Combo	100	90	80	70	Hard
Combo	110	100	90	80	101% Hard
Damage	0	100	300	600	Very easy
Damage	0	100	300	600	Easy
Damage	0	100	300	600	Normal
Damage	0	400	800	1200	Hard
Damage	0	400	800	1200	101% Hard



Not long after the first ambush, you will encounter a firestorm that blocks your forward progress in the passage. Unite Gun can destroy the water supplies inside the flames, dousing them and allowing you to proceed.

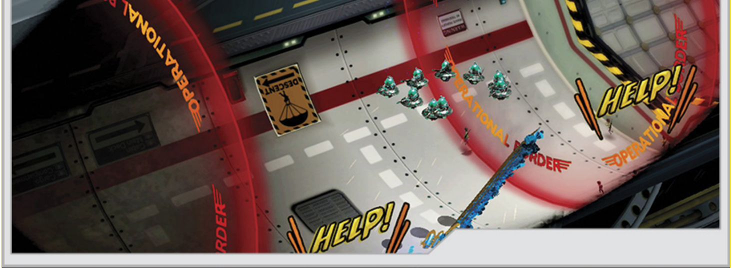
Mission 4

Medal Requirements

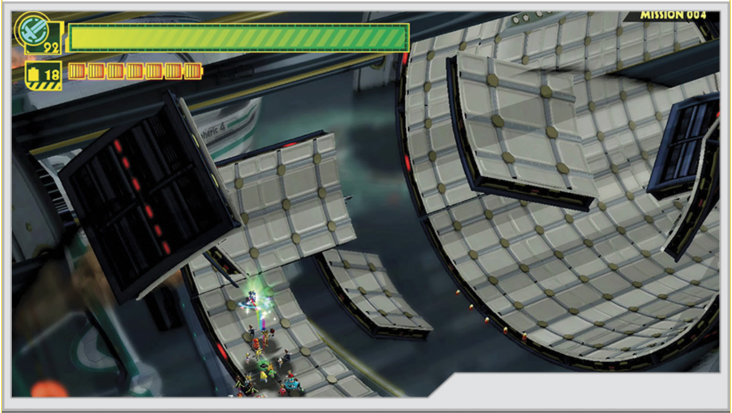
Enemies Present (All Difficulties)

You-Hough x9

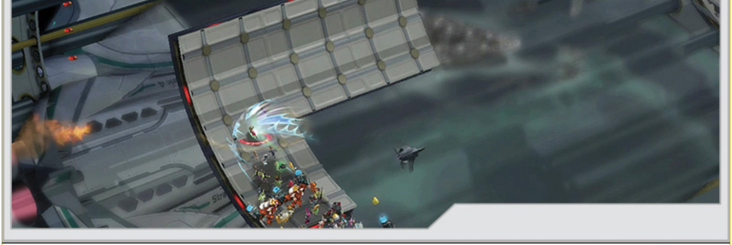
80
18
MISSION 004
OPERATIONAL BORDER
OPERATIONAL



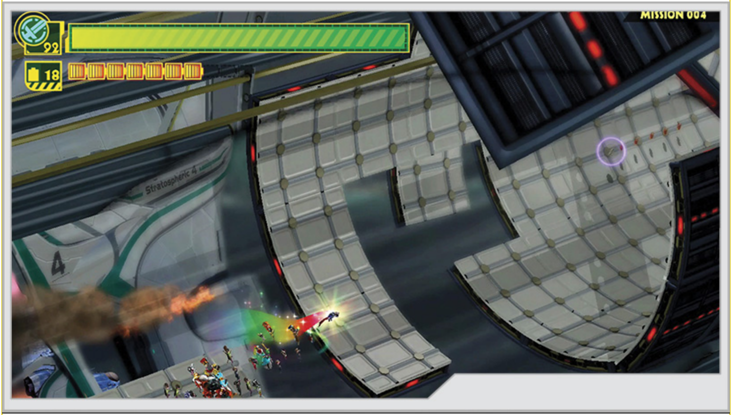
Not long after dealing with the fire, another swarm of You-Houghs shows up. Politely escort them off the shuttle, with violence.



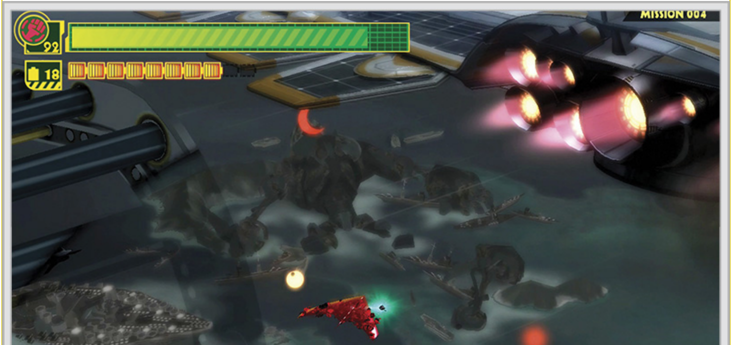
92
18
MISSION 004

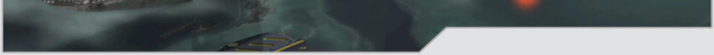


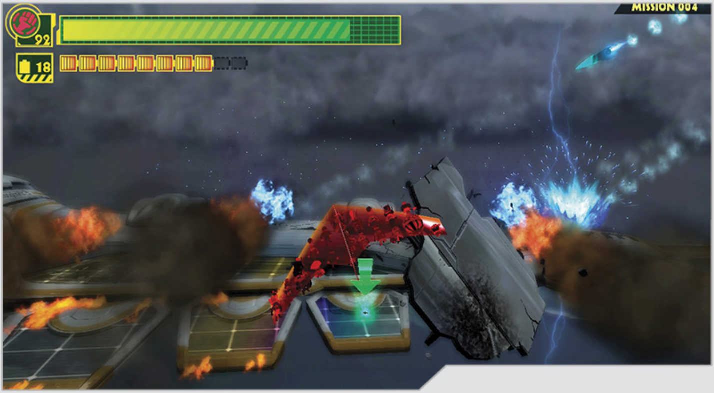
There's more to this mission than slapping around some You-Houghs. Just past the battle site, the front half of the shuttle starts to disintegrate in midair. You need to run along the remaining platforms without falling off as the skeletal remains of the shuttle keep spinning.



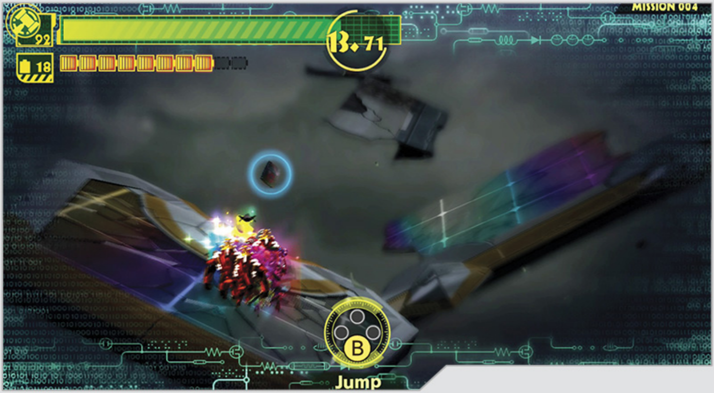
During your mad dash, don't miss this Platinum Coin as you move forward. You will have to extend a Wonder-Liner out to it.

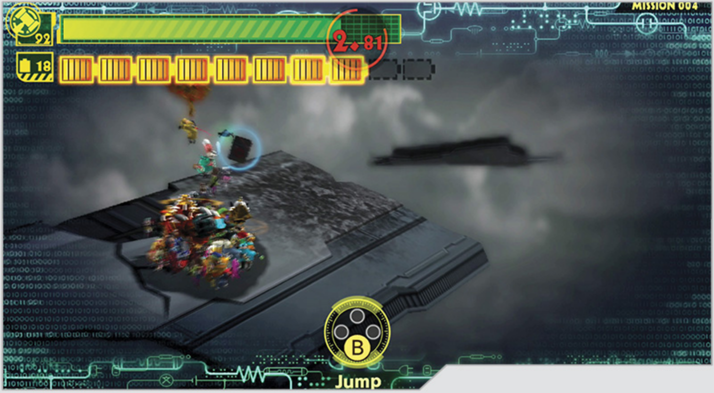




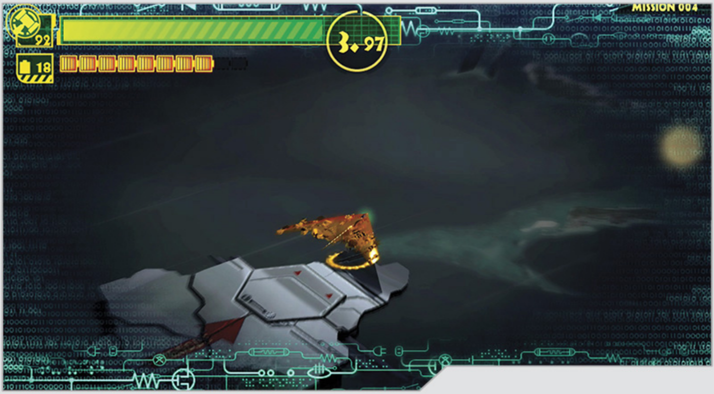


Eventually you will reach a ledge with nowhere else to go. Your only choice now is to use the Unite Glider to escape whatever is left of the shuttle to reach the next one. However, as you close in on your destination, missiles begin pounding the living daylights out of it, sending debris flying your way. Dodge it as best you can and aim for where P-Star is signaling for you to go!

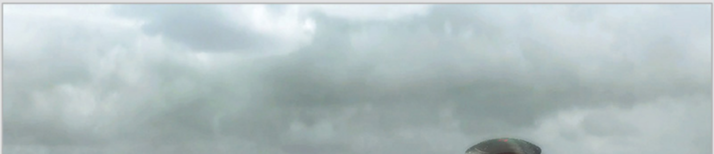




Just as you land, the shuttle begins to fly apart, and you once again must leap across debris to get to safety. However, there are some items to collect along the way! When you land on the first platform, switch to Unite Hammer. On the second and fourth platforms you reach, you can hammer on them to uncover GEATHJERK Files Nos. 14 and 15, respectively.



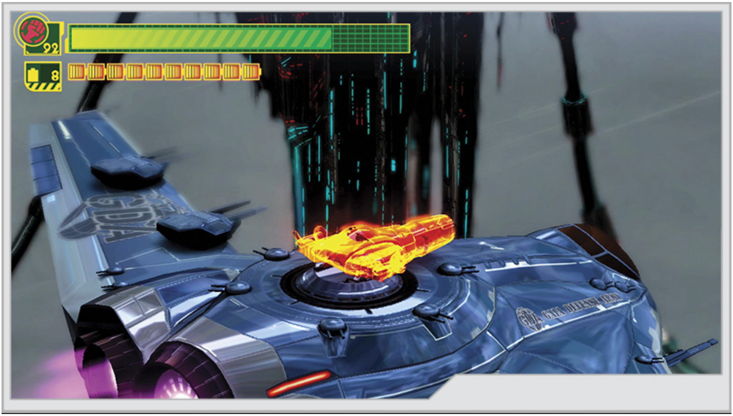
You have to reach the last ledge and then craft another Unite Glider before time runs out.



The Envan tries to blast the Wonderful 100 out of the sky, but a Gaia Defense Army fighter rolls in, saving your hide and allowing you to land on it safely. The mission ends just as the Envan wipes out the majority of the fighters' weapons.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:00	5:20	5:40	6:00	Very easy
Time	4:00	4:20	4:40	5:00	Easy
Time	3:00	3:20	3:40	4:00	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	1:30	1:50	2:10	2:30	101% Hard
Combo	350	300	250	200	Very easy
Combo	400	350	300	250	Easy
Combo	450	400	350	300	Normal
Combo	500	450	400	350	Hard

Combo	550	500	450	400	101% Hard
Damage	0	600	1200	1800	Very easy
Damage	0	600	1200	1800	Easy
Damage	0	600	1200	1800	Normal
Damage	0	400	800	1200	Hard
Damage	0	400	800	1200	101% Hard



P-Star prompts you to rebuild the main gun on the GDF fighter and return fire on the Envan.

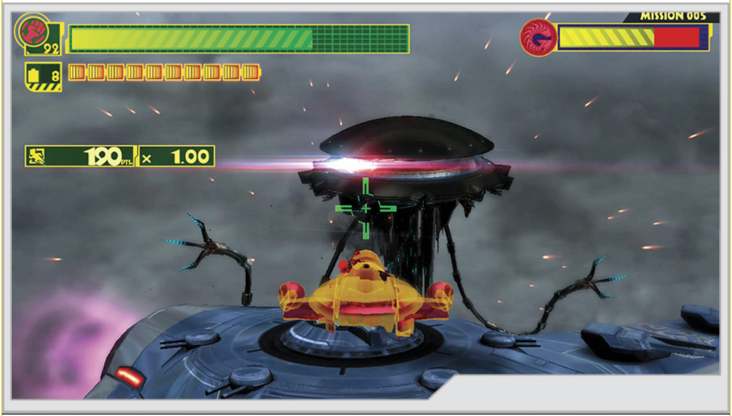
Mission 5

Medal Requirements

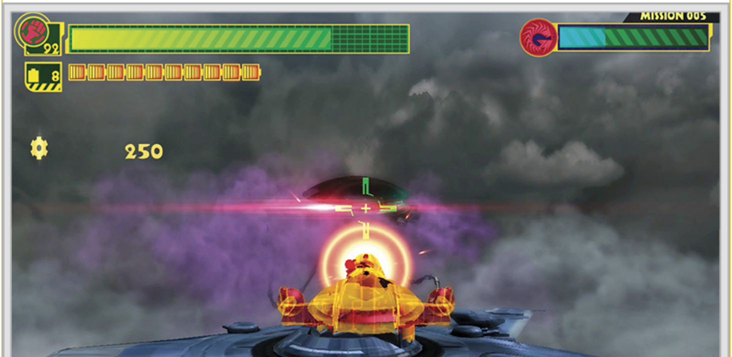
Enemies Present (All Difficulties)

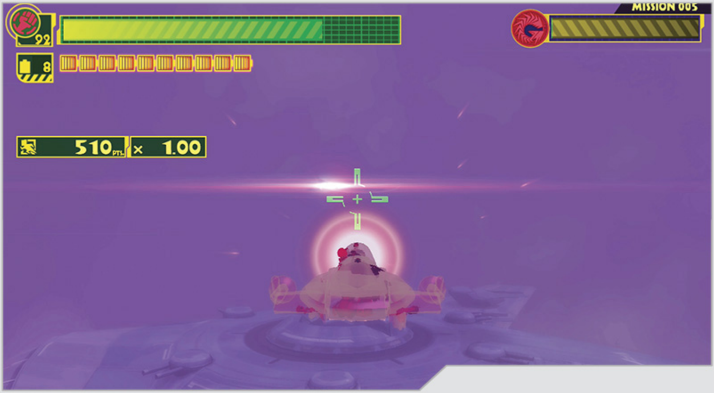
Envan, Megang

MISSION 005
92
8
150 PTS.
× 1.00



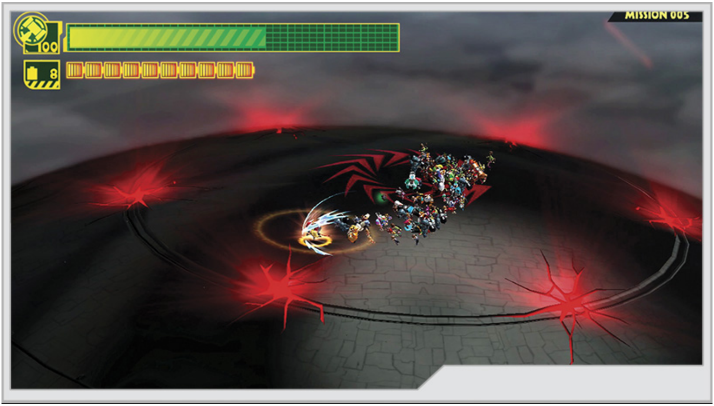
P-Star prompts you to rebuild the main gun on the GDA fighter and return fire on the Envan, once against protecting another shuttle from attack. The fight plays out similar to the original encounter on the Virgin Victory. However, now the Envan can use melee attacks directly on your fighter, and you have to do enough damage to interrupt its attacks before they come. Use your weapon's charged shots to punish the Envan whenever it prepares a melee attack.

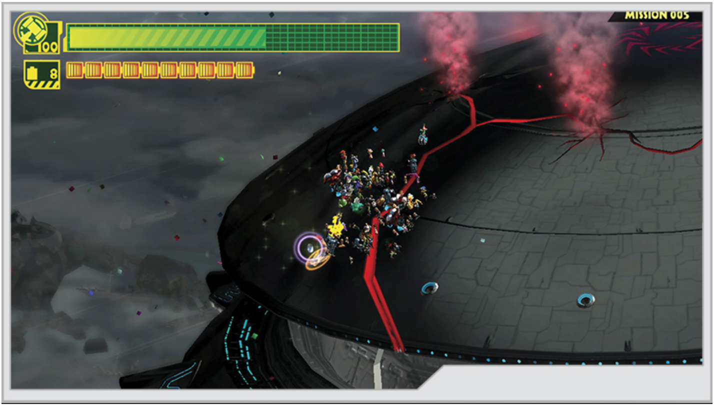


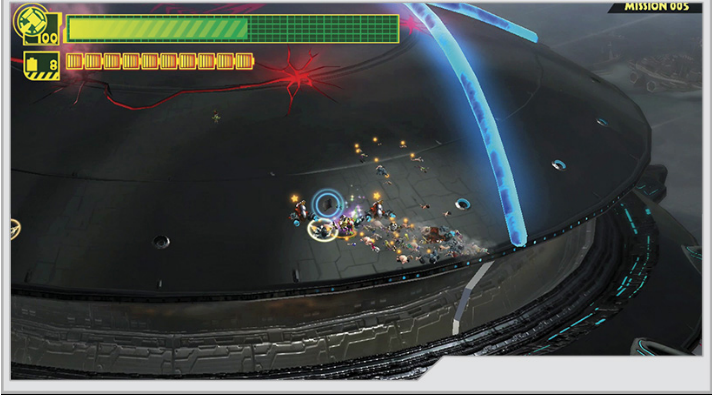


The other new trick the Envan has to offer is the use of a smoke screen that almost completely obscures the world around your ship. You have to track the Envan by the lights of its eyes, the bursts from its teleportation, or the buildup of electricity just before it strikes. If you lose sight of it, the game provides a directional arrow that will point to Envan's location. Take care not to fire wildly; you can still hit the shuttle you are trying to escort! The smoke screen does eventually dissipate.

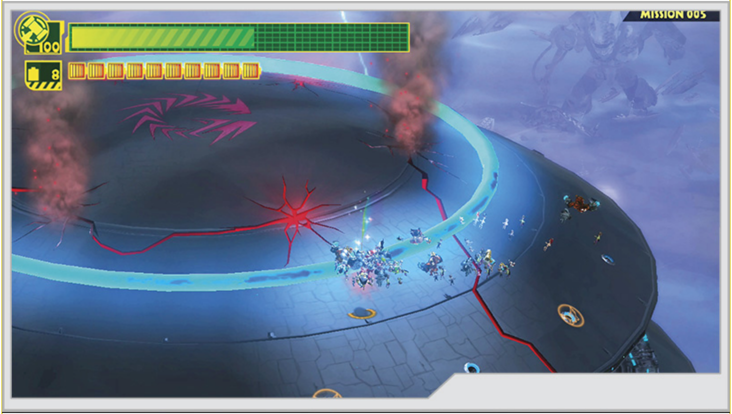
After you drain all of the Envan's health meter, the UFO decides to stop playing games and outright destroys your ship, forcing you to Wonder-Jump across more debris. Don't be too hasty and ignore the crowd of hapless soldiers on the second platform you reach: among them is Wonder-Money.

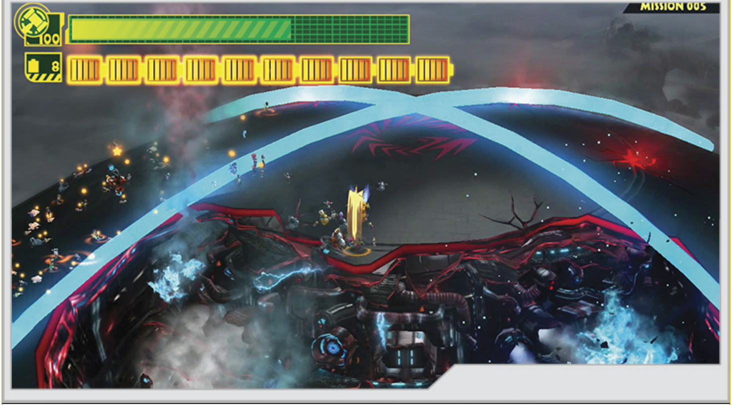




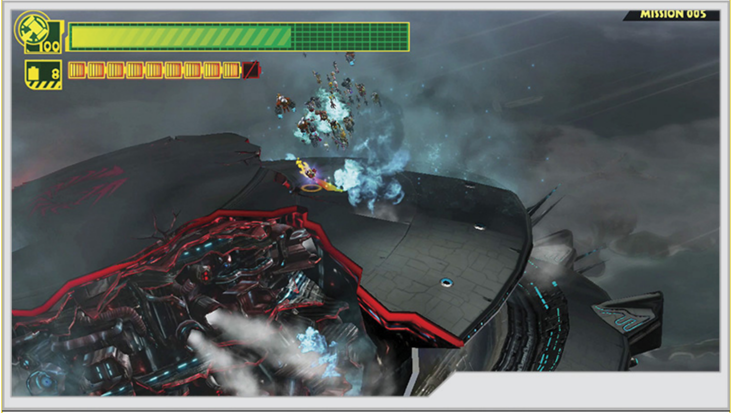


You eventually reach the Envan, and now your objective is to use Unite Hammer on the red cracks on the armor of the machine to finally bring it down. However, don't be so hasty to get this done if this is your first visit. You can locate a Platinum Coin and GEATHJERK File No. 9 by hammering on the missile ports closest to the in-game camera. See the screenshots for a better idea of their precise location. Alternatively, you can power up a 100-man Unite Hammer, and the shock wave will definitely shake loose any goodies hidden on that half of the UFO.

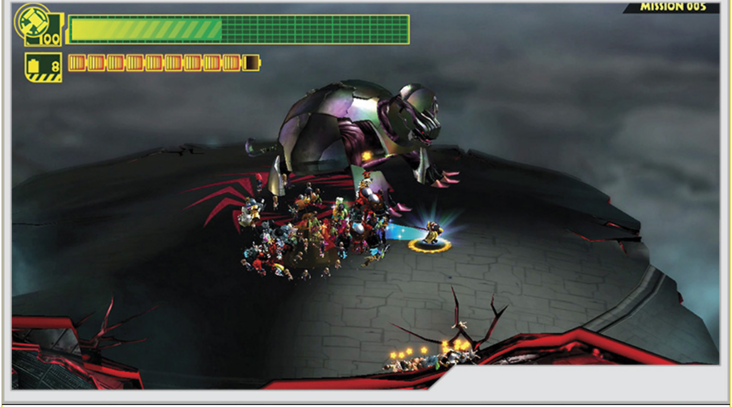




Envan can still defend itself even at this point in the fight. It will send shock waves along the hull that you must avoid. It will also fire missile bombardments and even tilt wildly to one side or the other in hopes of throwing you off of its head.

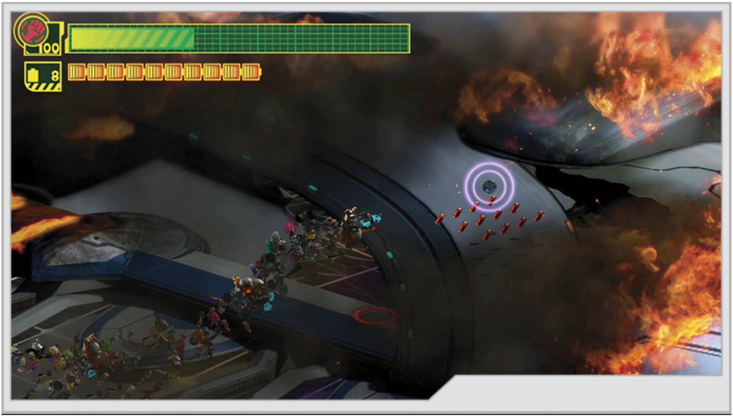


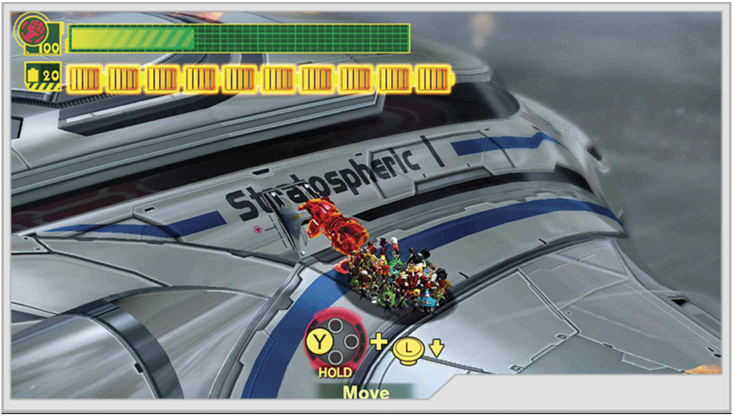
As you hammer at the weak spots, whole sections of the UFO begin to fall away. Don't be on those sections when they start falling.



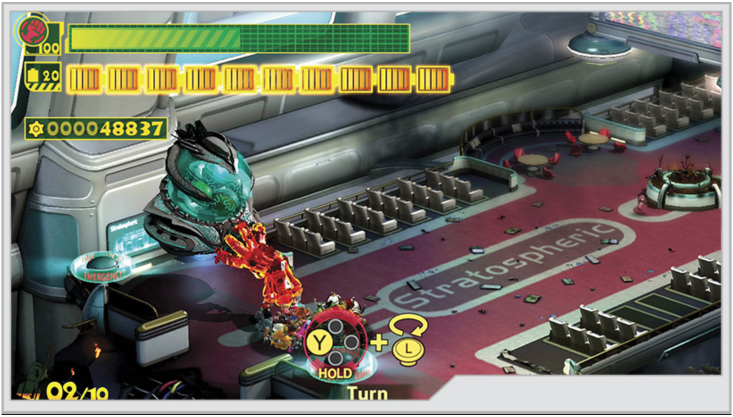
Eventually, after you've hammered every weak point and made most of the Envan fall away, a lone Megang appears on what is left of the machine's head. You must contend with it and the shock waves the Envan is still emitting. Killing the Megang causes one final weak point to appear on the Envan. Hammer it down, and you have one last Wonder-Jump to perform to reach safety and the conclusion of Mission 5. Deep breaths, deep breaths.

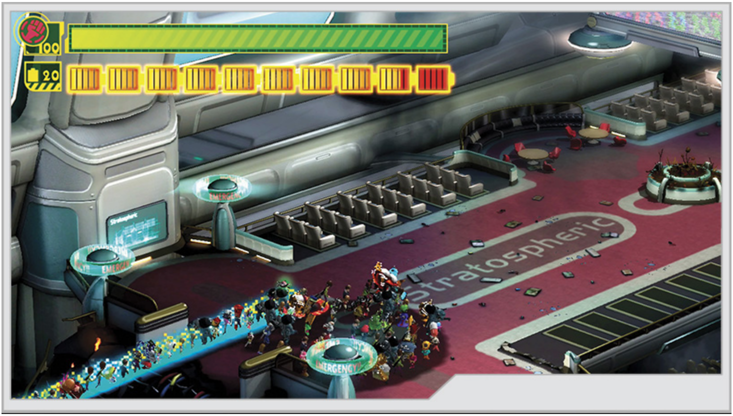
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	4:35	4:50	5:10	5:40	Very easy
Time	3:35	3:50	4:10	4:40	Easy
Time	3:30	3:45	4:00	4:30	Normal
Time	2:20	2:30	2:50	3:20	Hard
Time	1:20	1:30	1:50	2:20	101% Hard
Combo	2500	2000	1000	500	Very easy
Combo	3000	2500	1500	500	Easy
Combo	3500	3000	2000	1000	Normal
Combo	4000	3500	2500	1500	Hard
Combo	4500	4000	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



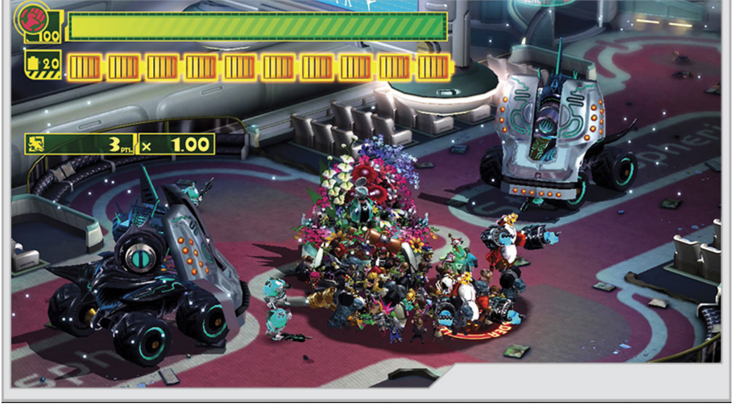


Now on the wing of the second shuttle you've saved, take a small detour along the trailing edge of the burning wing [2]. You will find a Platinum Coin near a cluster of batteries. Return to the main section of the wing and rip open an access hatch [3] to get inside the shuttle.

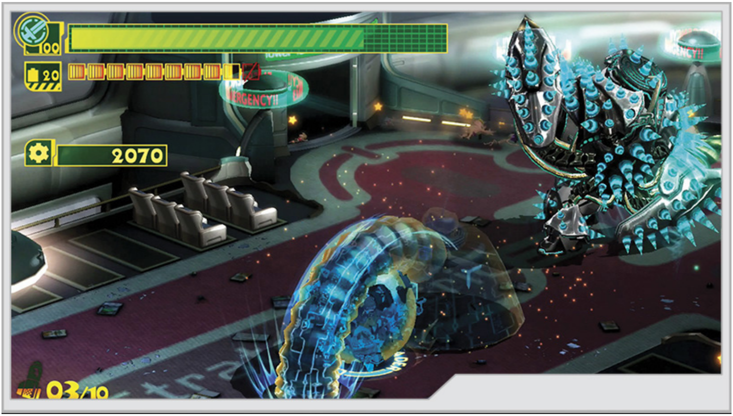




Once inside, you encounter a Gatcha and a large group of civilians to save. Extend a Wonder-Liner off the ledge to the Gatcha's left to locate a Hero Heart Fragment. To the right, waiting appropriately next to a flower bed, is the hero Wonder-Flower.



Approaching the flower bed triggers an ambush by two Raydown [4]. Considering what you've just gone through, it's nice that this battle isn't rated.



[5] At the end of the corridor is another cluster of civilians. A Gedie Dough-Goo teleports directly onto them. Again, this battle is not rated, but work fast on destroying this beast so you can save the civies for extra points. Defeating the Gedie Dough-Goo reveals a portal to Kahkoo-regah!

Secret Mission 6

Medal Requirements

Enemies Present (Normal)

Megang x2

Enemies Present (Hard–101% Hard)

Hah-Gonay x 3

Reward for Completion

Normal Mode: Figure No. 15 Wonder-Socho

Hard Mode: Figure No. 61 Wonder-Matador

101% Mode: Figure No. 108 Wonder-Gramps

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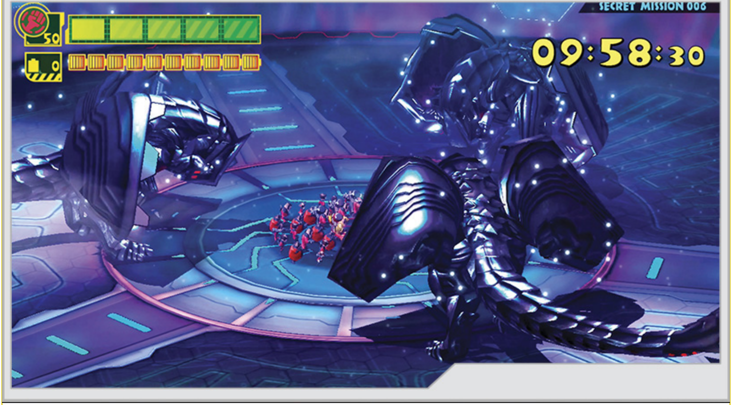
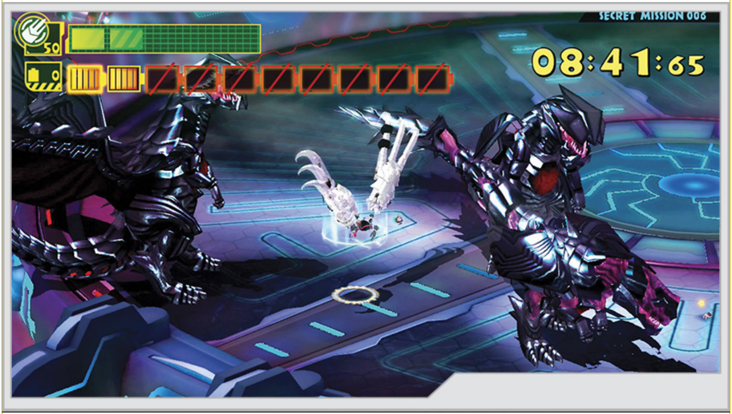
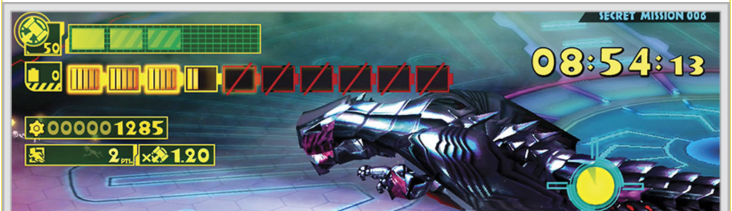
Two Megang greet you as the only opposition you face in this mission. The turtles start far enough away from each other that the only immediate support they can provide are fire pillars. Remember to take advantage of Unite Guts to flip the Megang over, and pound ’em into soup with liberal application of Unite Hammer. When their shells are broken, use Unite Hand or Unite Whip. The time requirements for the Platinum rank are surprisingly strict, so consider this a test of the strength of your anti-turtle agenda.

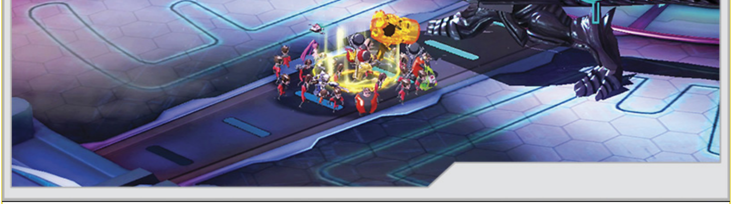
Hard and 101% Hard Mode

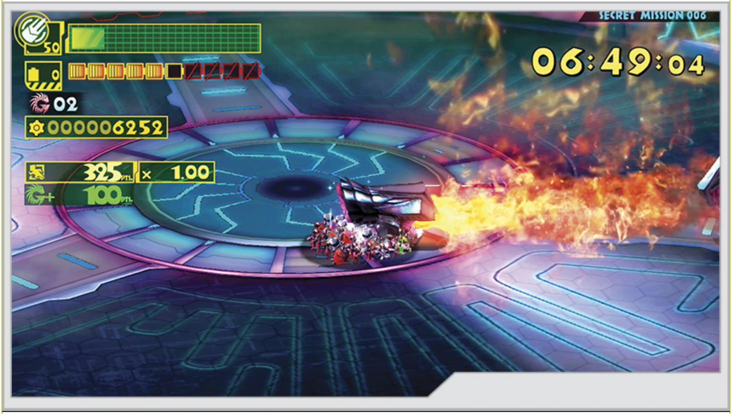




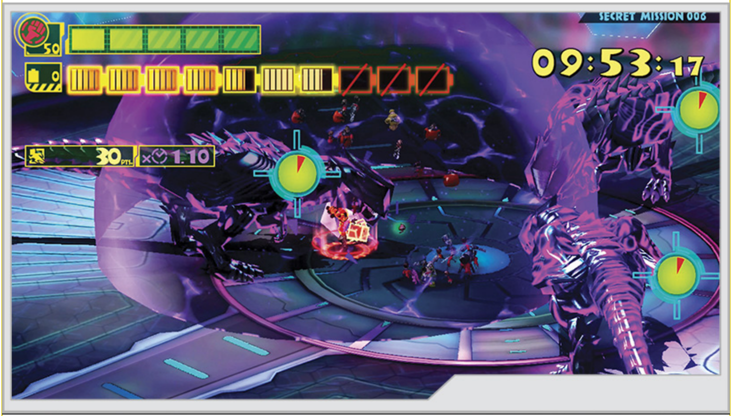
Hard and 101% Hard mode ramp things up considerably. Three Hah-Gonay can be a serious challenge, particularly if they decide to all switch to their shield stance and micro-missile massacre the arena at the same time. Fortunately, while prying open their wings with the Wonder-Claw, you enjoy temporary invulnerability while you undo their defenses.

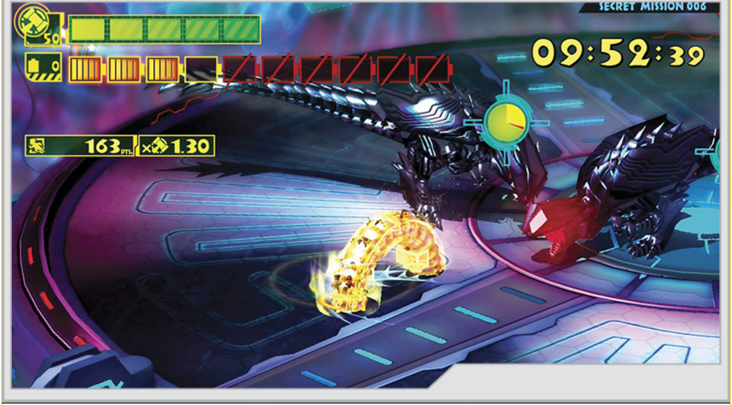




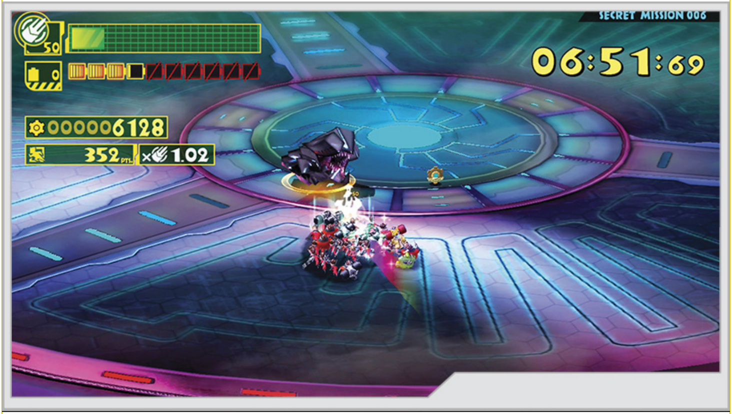


It’s not easy, but try to split the Hah-Gonay apart from each other. If you manage to get one well away from its brethren, they might not interfere while you go to work on the lone wolf.



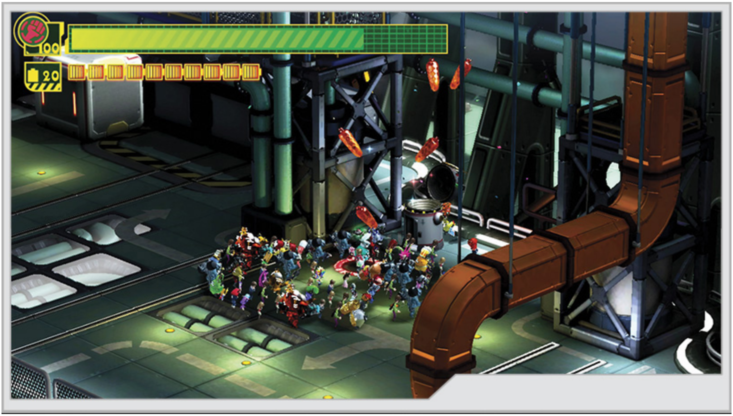


As you might expect, Unite Guts will provide you some of your best opportunities to avoid getting hurt and potentially even stun the Hah-Gonays. Unite Bomb can also help control the enemy should the situation start to become unmanageable. A big part of your success here also depends on your Custom Block configuration. Hero Sense is always a good choice but is a huge drain on your Unite Gauge. If you're confident about your Unite Spring skills, Hero Time is a superior choice, giving you a longer-lasting, more effective slowdown to work with; this means you have more time to really rip into them with your Unite Morphs or even to stun them with Team Attacks to set up juggles.



It's not necessarily something to rely on, but occasionally the Hah-Gonay will literally lose their heads upon dying, and you can use them as flamethrowers against their surviving kin. If you get at the very extreme range of these flamethrowers, you might be able to finish one off from a safe distance without any reprisal whatsoever.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:10	1:20	1:40	2:00	Normal
Time	9:00	9:15	9:30	9:45	Hard
Time	9:00	9:15	9:30	9:45	101% Hard
Combo	4000	3500	3000	2000	Normal
Combo	7000	6000	5000	4000	Hard
Combo	7000	6000	5000	4000	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard



After handling the Kahkoo-regah portal, enter the open elevator door next to it to drop into the bowels of the shuttle [6]. There are many civilians you can rescue throughout the area, and there's a Wonderful Toilet that contains a supply of space fruit for crafting. More importantly, you find what Professor Shirogane was looking for.

But after a sudden crash landing at the Strato Port, it's obvious that the Wonderful 100 still have a lot to do before the day is saved. Head to the Wonderful Mart sign to complete Operation 003-B.

Operation 003-C

The Wonderful 100 have deployed to the Strato Port statue containing one of the Super Reactors that help project Margarita around the Earth. Professor Shirogane has a plan that can be put into effect soon, but it relies entirely on the Wonderful One's ability to hold the enemy off for just a little bit longer. Unfortunately, when the heroes arrive at the statue, it becomes clear that they are not alone...

Medal Requirements

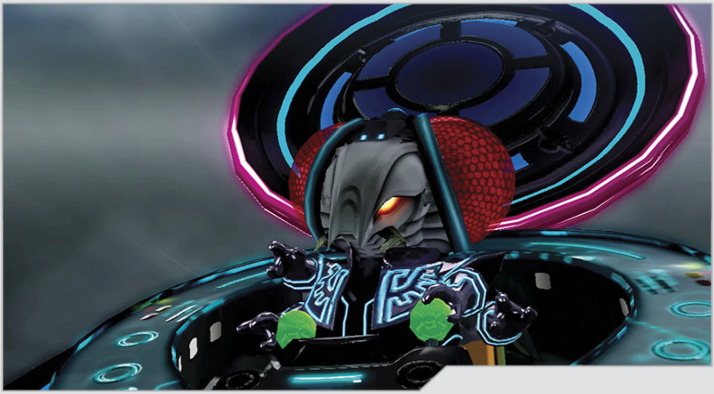
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:00	1:00	2:00	3:00	Very easy
Time	22:00	23:00	0:00	1:00	Easy
Time	20:00	20:30	21:00	22:00	Normal
Time	15:00	15:30	16:30	17:00	Hard
Time	11:00	11:30	12:30	14:00	101% Hard
Combo	8000	6000	4000	2000	Very easy
Combo	10000	8000	6000	4000	Easy
Combo	12000	10000	8000	6000	Normal
Combo	14000	12000	10000	8000	Hard
Combo	16000	14000	12000	10000	101% Hard
Damage	0	2000	4000	8000	Very easy
Damage	0	2000	4000	8000	Easy
Damage	0	2000	4000	8000	Normal
Damage	0	2000	4000	8000	Hard
Damage	0	2000	4000	8000	101% Hard

Enemies Present (All Difficulties)

Wanna, Diejeah, Envan, Cough-Foon

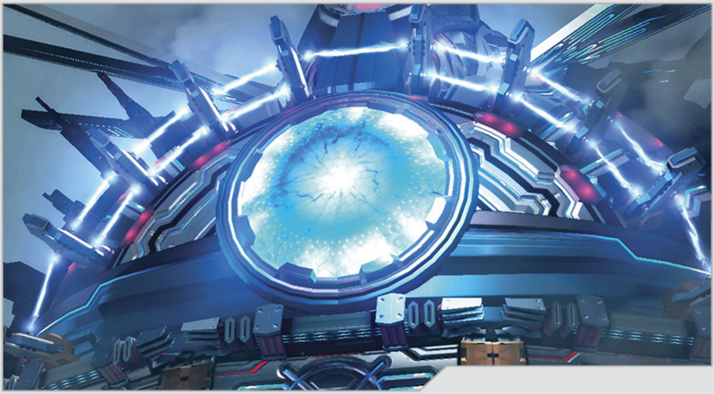
Phase One

GEATHJERK Encounter: Wanna

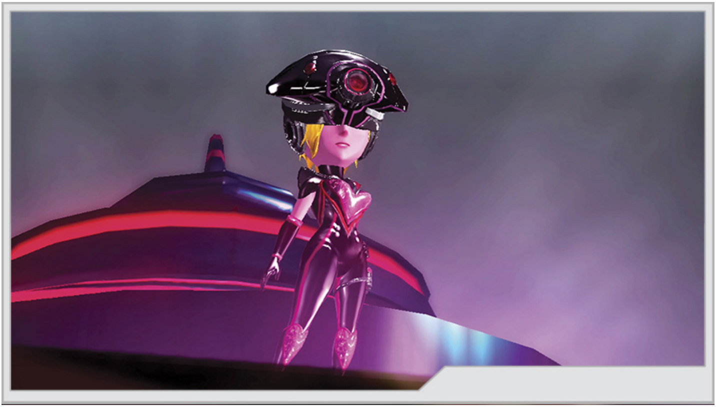


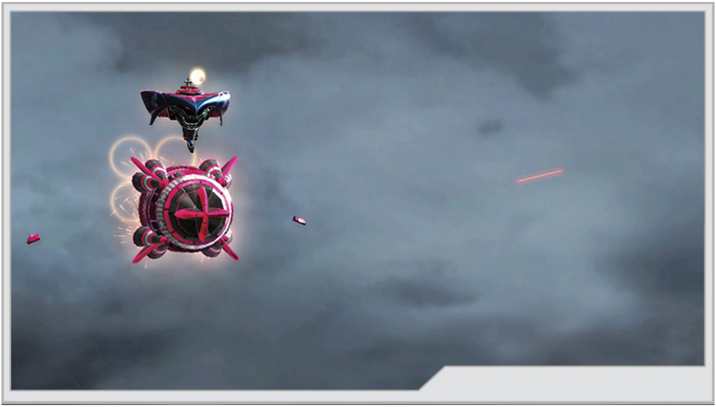
Fifth-Class officer of the GEATHJERK, Wanna is in command of the Jerk efforts to obliterate Strato Port and the Super Reactor it contains. Where Laambo preferred to involve himself in the destruction of humanity, Wanna is keen to let cruel machinery stamp the foes of GEATHJERK underfoot.

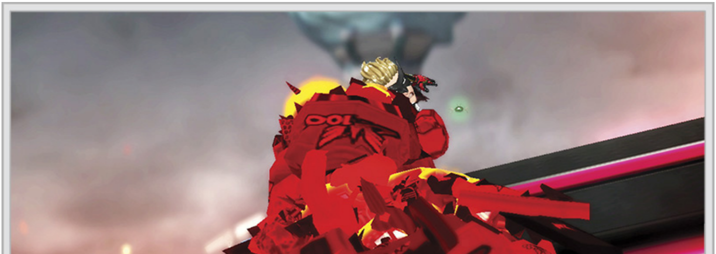
GEATHJERK Encounter: Diejeah

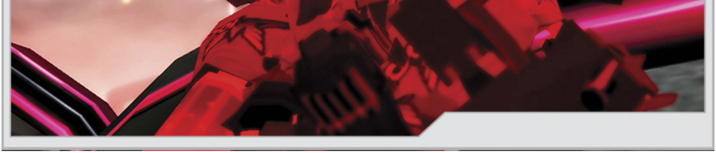


Wanna's personal flagship, armed to the teeth with all manner of advanced GEATHJERK weaponry, it currently has Strato Port in sight. Unfortunately for it, that also means the Wonderful 100 has it in their sights.

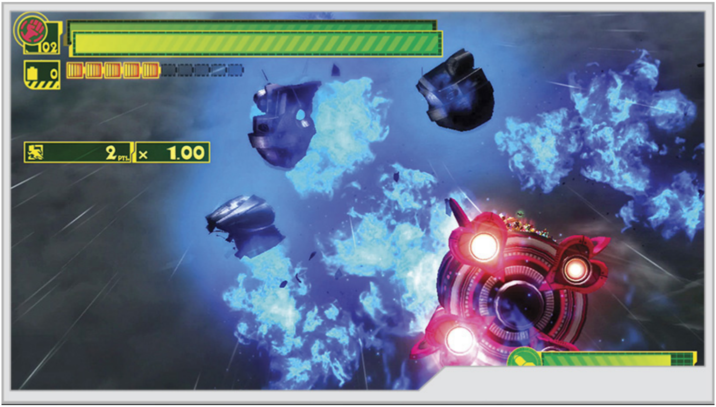


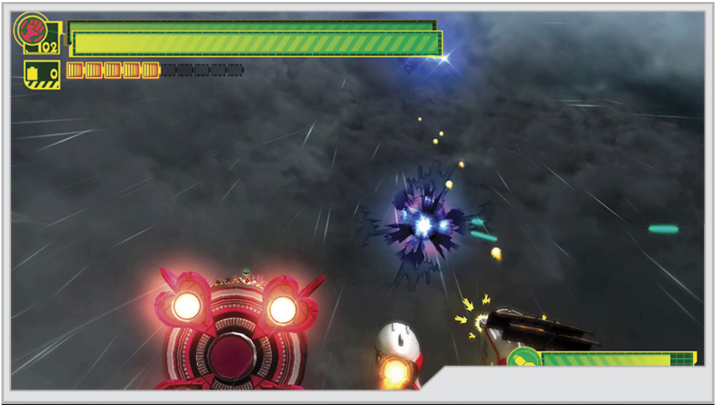


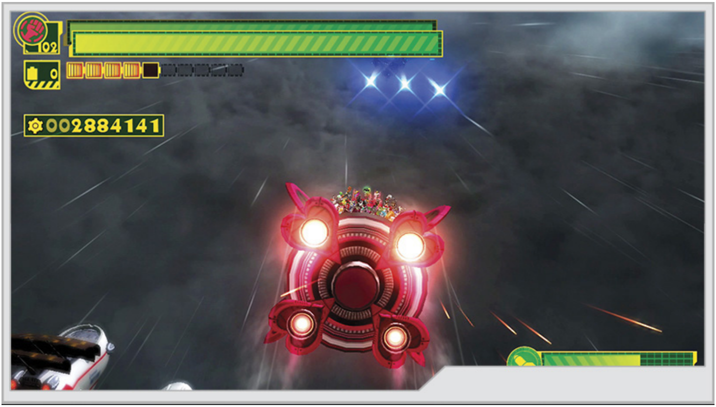




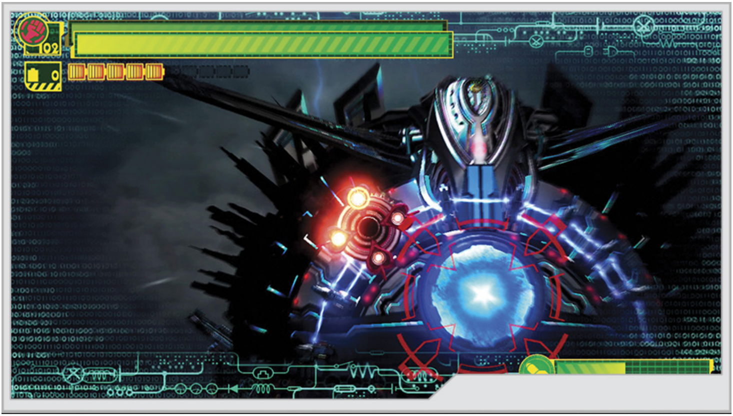
Shortly after introductions are made between the Wonderful Ones and Wanna, Diejeah prepares to fire its main gun. However, a mysterious interloper arrives and provides our heroes with some assistance of a questionable nature. Unite Hand onto the missile delivered by the stranger!





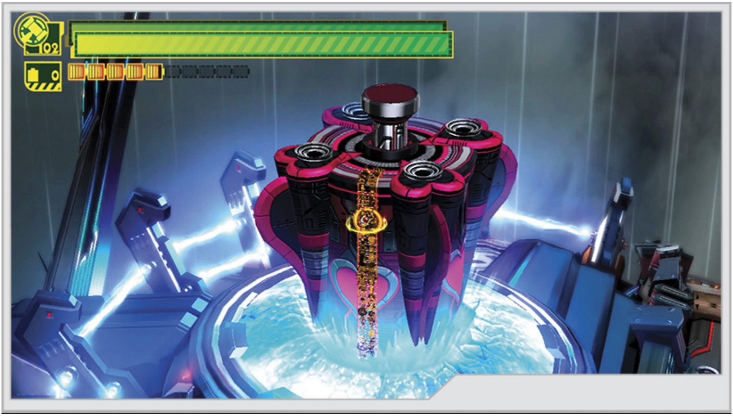


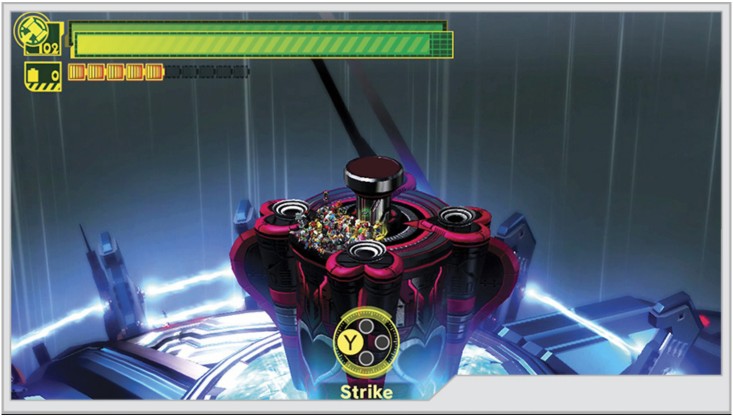
The missile speeds toward Diejeah, and you must avoid incoming missiles, Cough-Foon laser blasts, the Cough-Foon debris after the Virgin Victory destroys them, and an Envan's melee strikes. The missile can only take so much damage before it's wiped out, and despite its speed, it will still take some time before you reach Diejeah.



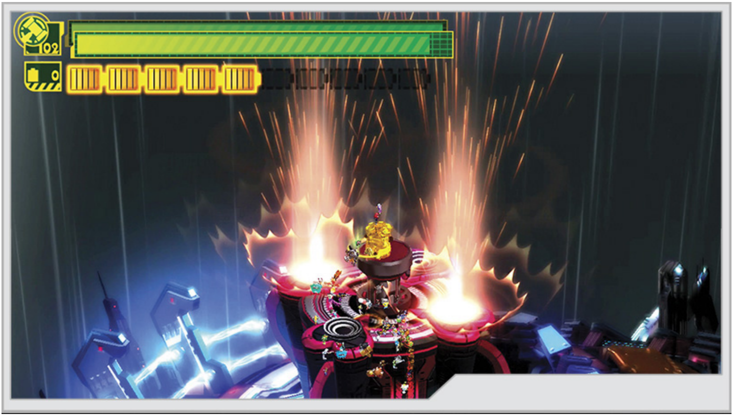
When you get close enough, Diejeah's main gun is marked by a red reticle. Aim your missile directly at it; this will be confirmed when it turns green.

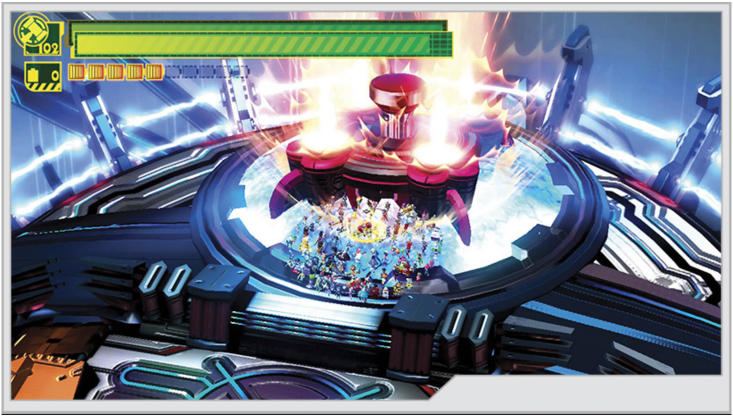
Phase Two





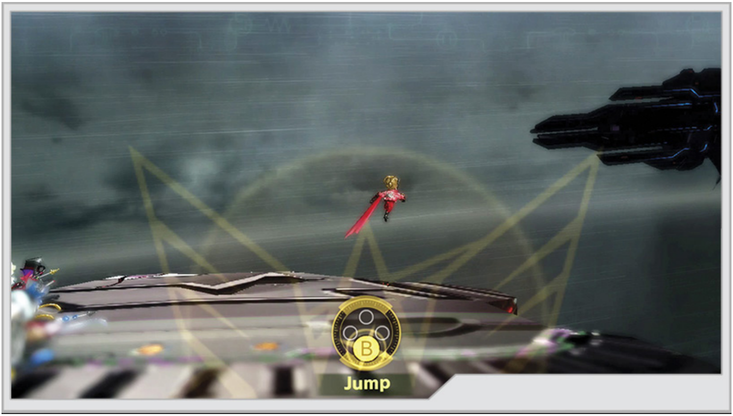
After a brief flashback, the team awakens on Diejeah to the sound of bad news: The main gun is still active and Strato Port is still in danger. The solution is to hammer the missile closer to home. You can either Unite Build a ladder to reach the top of the missile, or use a double-jump combined with Wonderful Rising to reach the top of the missile.

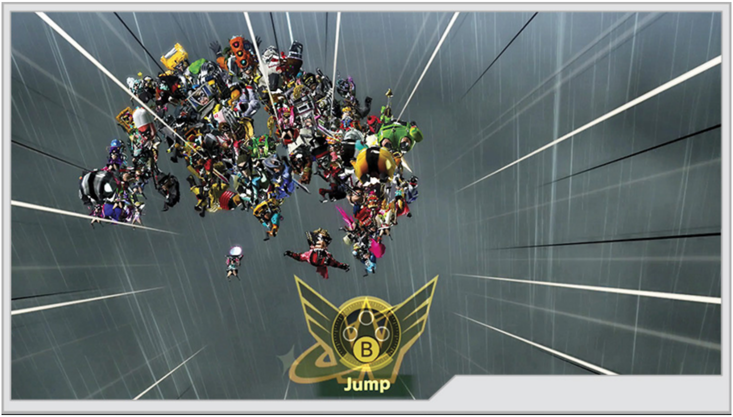




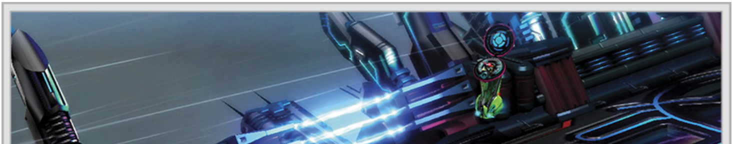
You need to strike the center of the missile multiple times to drive it down into the core. However, the missile's four engines will periodically shoot flames and can knock you back to the ground if you don't evade in time. At first, only two of the thrusters will fire up, but after the missile is driven down one step, three thrusters light up periodically. After being driven into the core a second time, all four engines will light up, with a short reprieve between bursts. Just keep at it until the missile finally detonates, wiping out Diejeah's main gun.

Phase Three



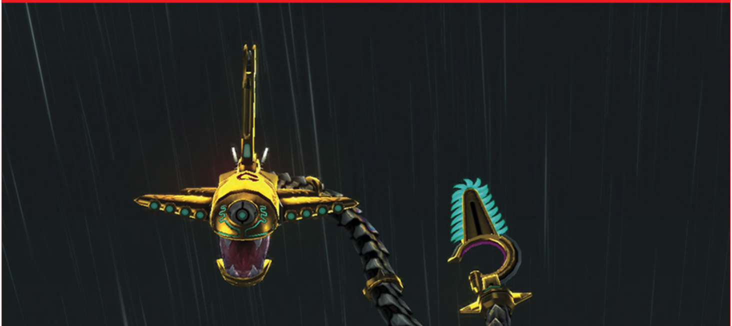


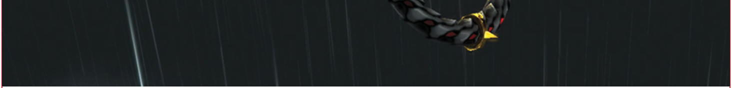
Losing the main gun was only a temporary setback. Diejeah reveals its true combat form, and the fight continues. You have to Wonder-Jump onto the back of the enormous cyborg serpent. Wonder-Red orders the use of Unlimited Form.



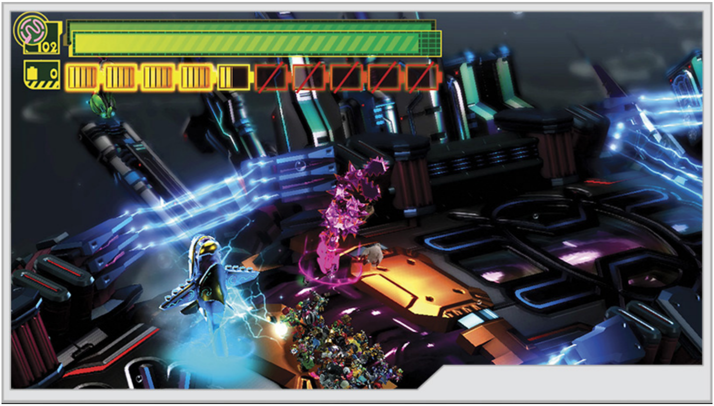
Navigating Diejeah's back is simple enough. Wanna will flutter about in his personal chariot to harass you as you move forward. Occasionally, he will call down artillery on your head, which can be blocked with Unite Hammer. You can also get Wanna to temporarily leave if you shoot at him with Unite Gun.

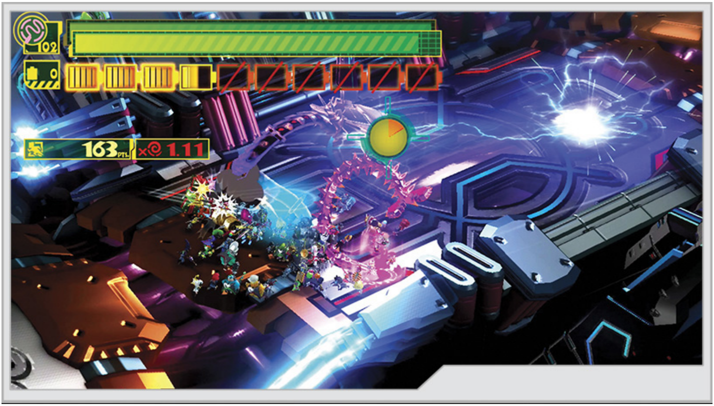
GEATHJERK Encounter: Orgon

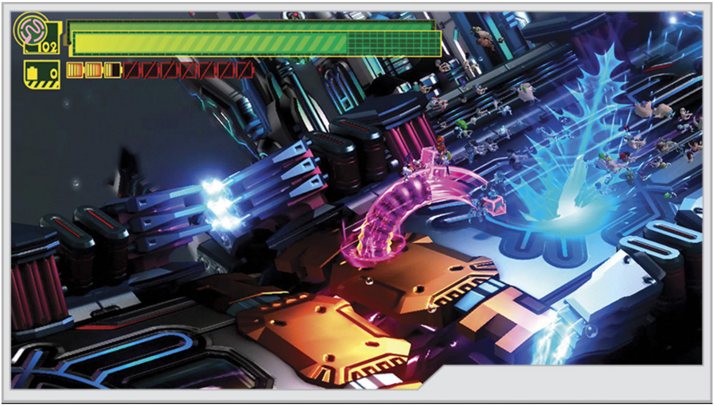




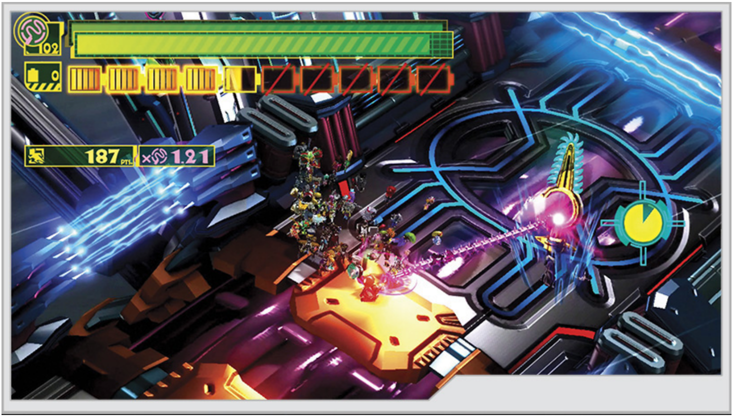
A serpentine beast that shares similarities with Diejeah, the Orgon can be easily identified by its unique chainsaw tail stinger and its ability to swim through solid matter as though it were water. Numerous Orgon occupy Diejeah, acting as countermeasures to intrepid boarding parties such as your own.

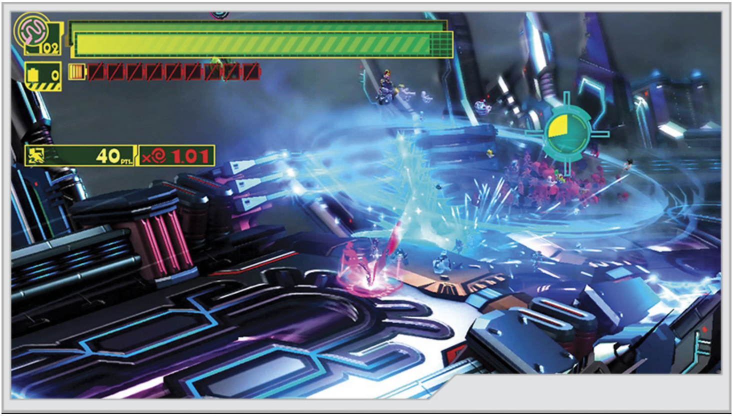




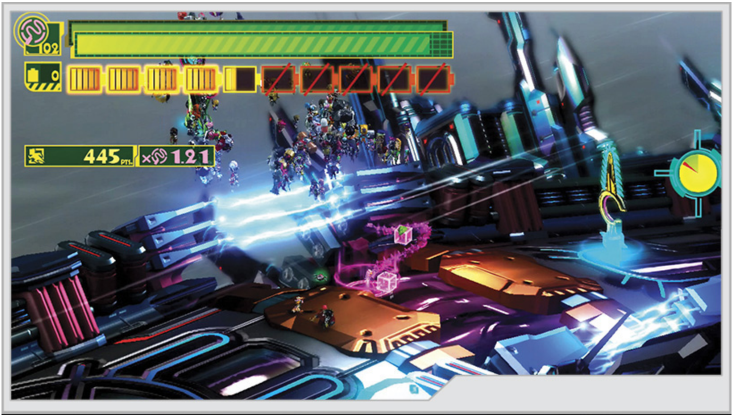


You meet an Orgon shortly after the first artillery barrage. On paper, they are certainly intimidating. Generating high-voltage electricity, the Orgon will swim around the area, looking to cut and stab things with its tail. They will sometimes leap high from a spot on the ground, hurting anything in their path and striking again when they fall from the sky.

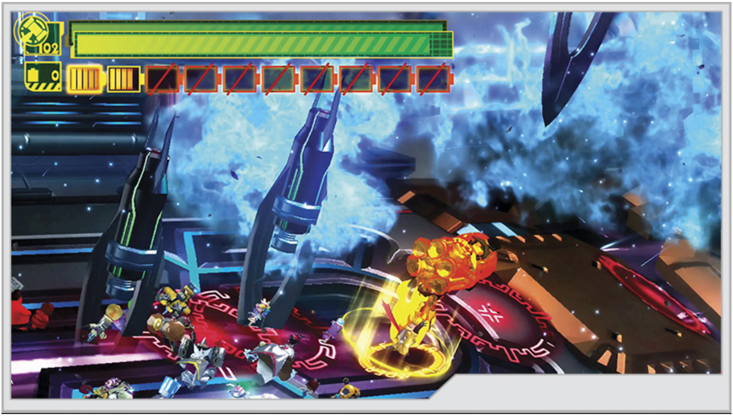


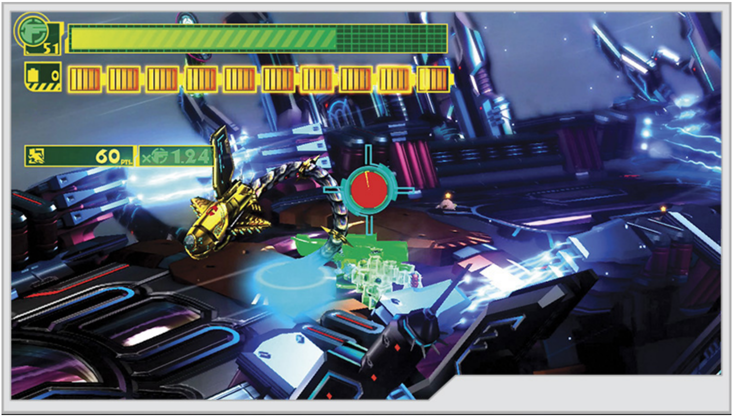


If allowed to get started, an Orgon has a vicious spin attack executed while swimming around, and it cannot be stopped or blocked. Prevent this from being used against you by smacking the Orgon with Unite Whip as it swims around. After enough hits, the whip will suddenly yank the Orgon out of the ground, leaving it stunned. While stunned, an Orgon can be lifted and slammed by the Unite Whip for heavy damage. However, it is probably better to launch the monster into the air with Wonderful Rising and then proceed to lay a prodigious beating before it can touch the ground again.

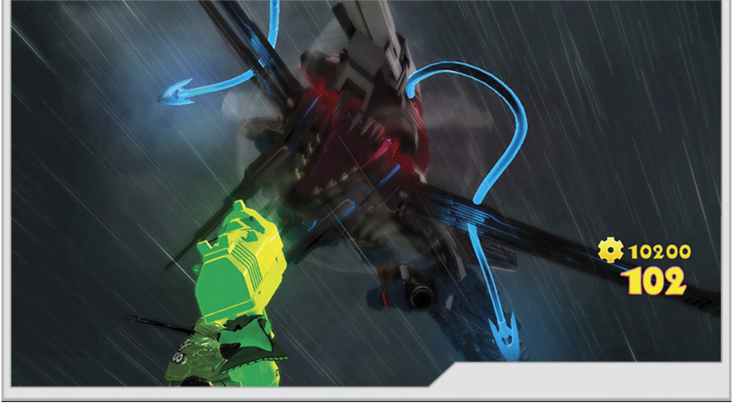


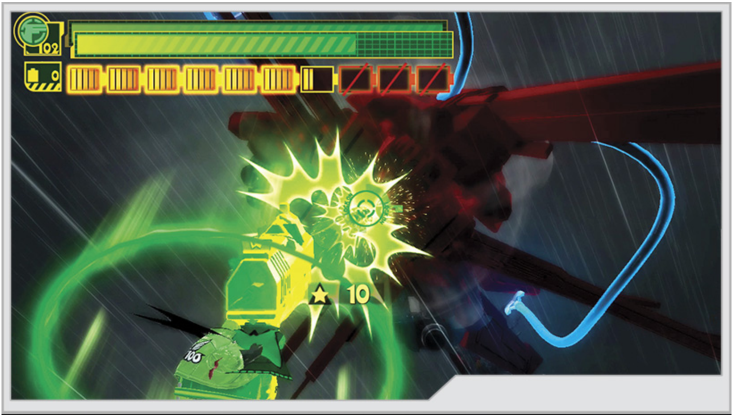
Orgons will occasionally stab their tails out of the ground while swimming, trying to surprise their foes on the surface. This tail has a distinct hook shape that Unite Whip can grab on to, yanking the Orgon out of the ground.





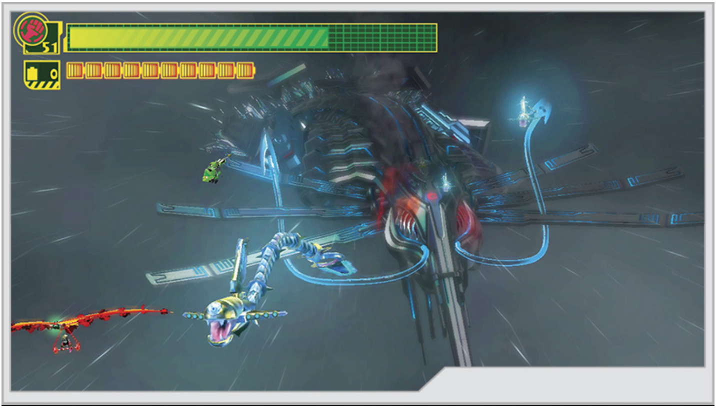
The fight along Diejeah's back will alternate between artillery barrages and Orgon battles. Eventually, you will be forced to face off against two Orgon at once.

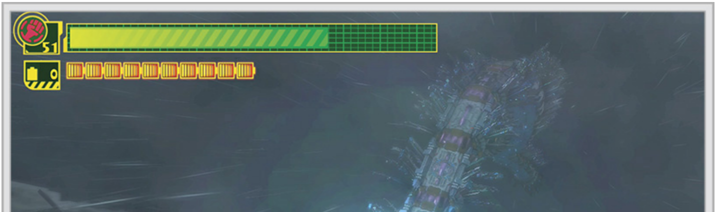


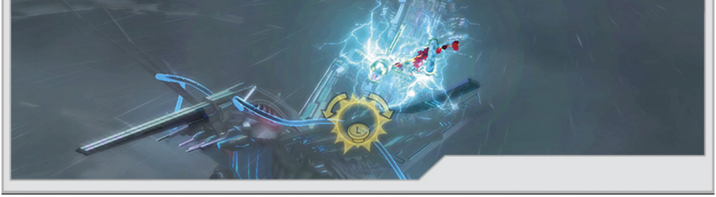


After you get far enough along Diejeah's back, the beast will rear back, trying to make a snack out of you. Intercept the attack with Unite Gun when prompted, and the fight will shift to the next phase.

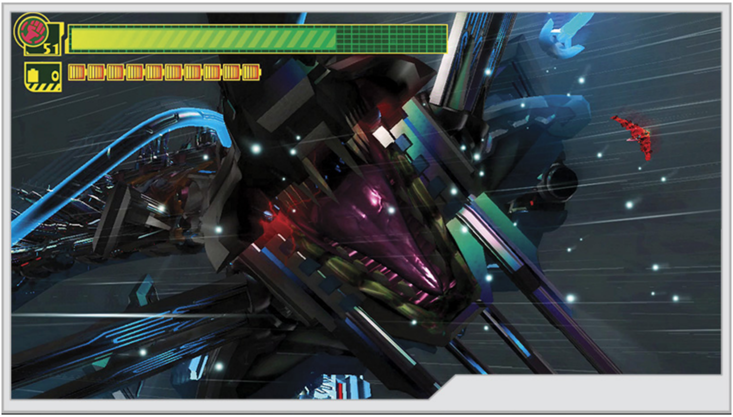
Phase Four

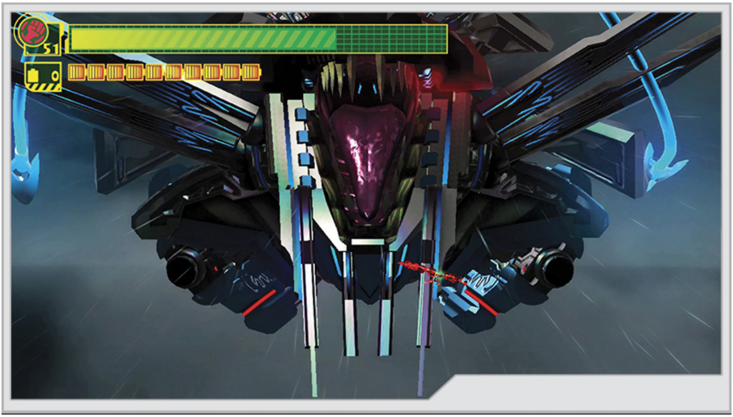




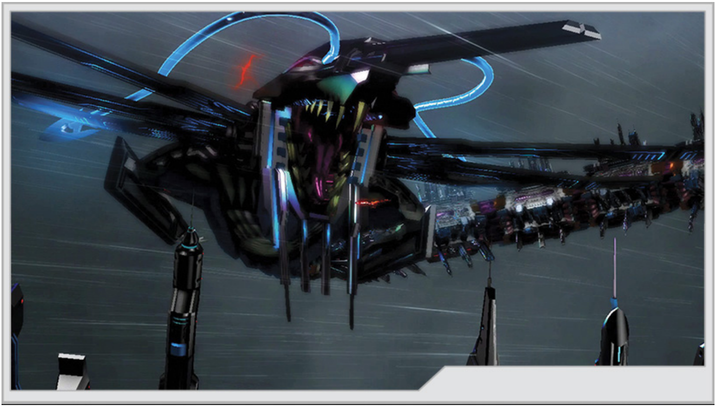


After some tense moments, you're forced to create a Unite Glider and flee Diejeah's wrath. As it chases you down, Orgon will fly out after you. Do everything you can to avoid them. If they grab on to you, you'll have to fight to break free; otherwise you'll be in a bad position to avoid Diejeah's next attack.





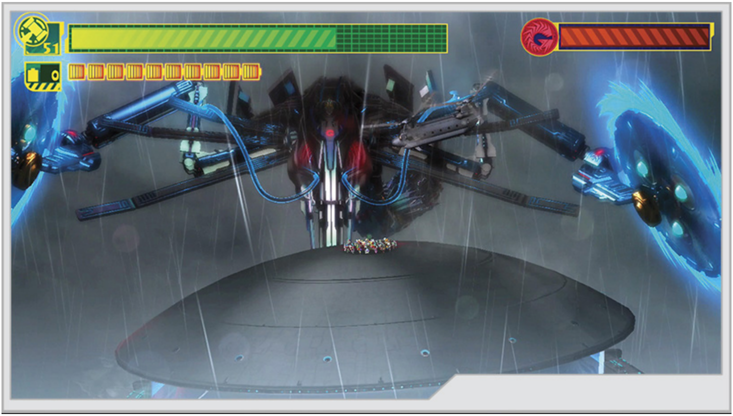
After you've avoided a barrage of Orgon (or even if they have managed to stick to you), Diejeah closes in to take a huge bite out of you. It will track you fairly well up until a few seconds before it actually bites, and it will be trying to suck you in closer during that time. Do not be anywhere near its mouth when it finally bites down, or you'll lose health and be forced to repeat this section again! After you alternate between Orgon barrages and bites, Diejeah will move in and try to bite three times in a row. This can be tough at first, especially if Orgon catches you; you'll have very little time to escape a bite after breaking free.

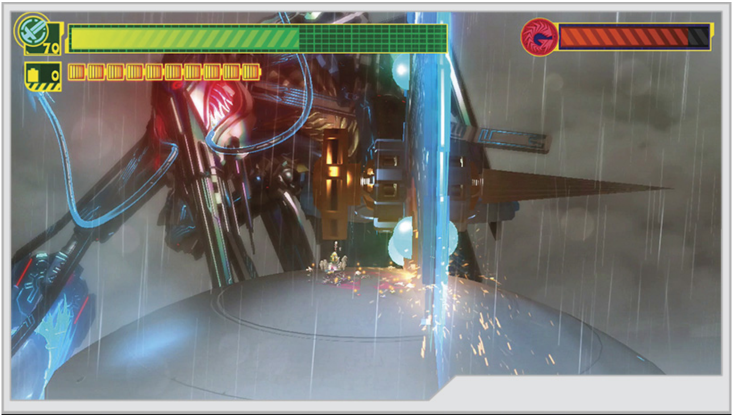


Survive the bite barrage, and a short scene will play out, with Wonder-Red displaying his skills as a glider pilot. As Diejeah closes in for the kill one last time, Wonder-Yellow steps up to bat with the Unite Hammer. Succeed at this event, and you land on top of an Envan, with Diejeah looking a little worse for wear as it closes in.

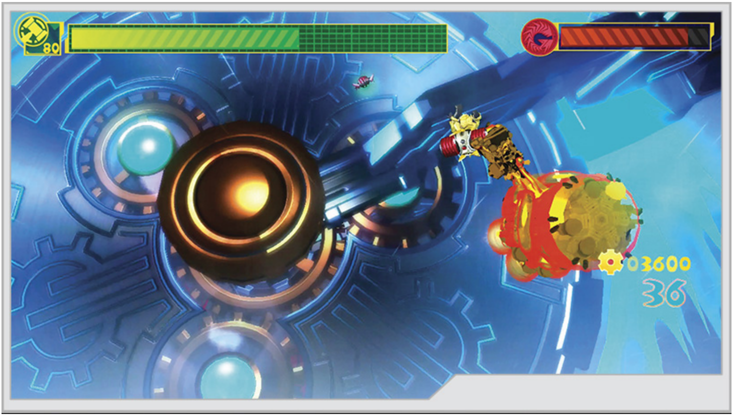
Phase Five

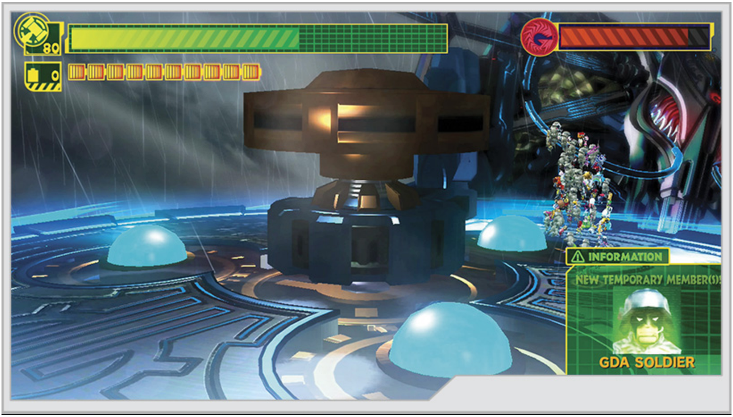
For this next phase, you'll start to see reinforcements delivered by helicopter. Pick them up as soon as you can if you're not playing with a full 100-man team. You need all the damage you can muster to try and finish off the boss in time.



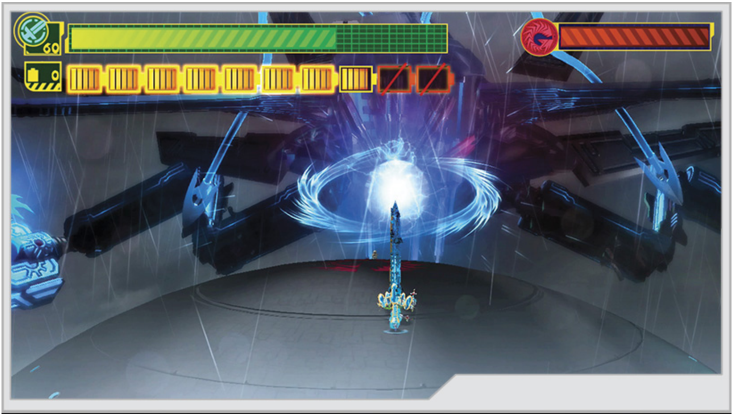


Diejeah deploys a pair of massive electro-sawblades, which will come into play very soon. It is capable of carving apart the Envan you're standing on with a vertical slice of the blades, and if the Envan takes too much damage, you're forced to flee to a new ride. You can strike at the three glowing orbs on each blade to cause damage to them and eventually destroy the sawblade.

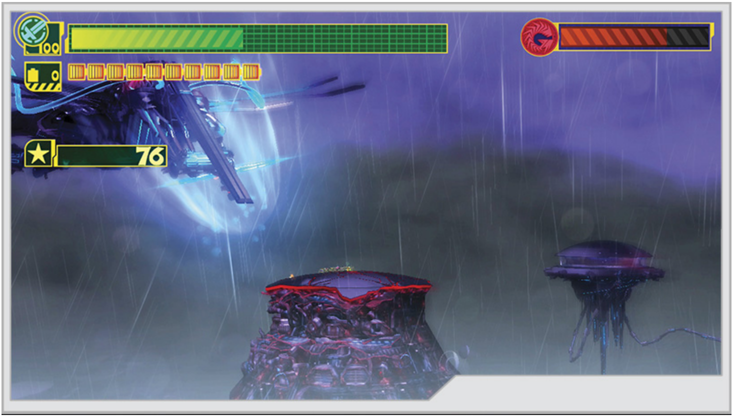




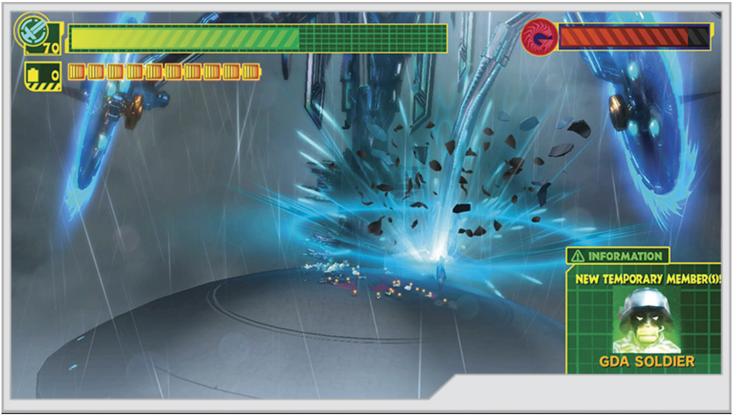
Occasionally, Diejeah will take a horizontal slice with the sawblades, prompting a quicktime event where Unite Hammer comes into play, stopping the sawblade cold and allowing you to really go to work on the weak spots.



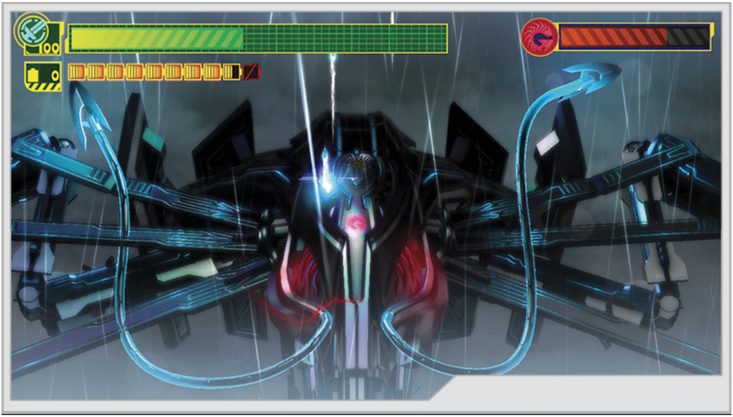
Diejeah will fire bolts from the electro-pulse cutter in its mouth. Swat these back at Diejeah with Unite Sword for some extra damage.

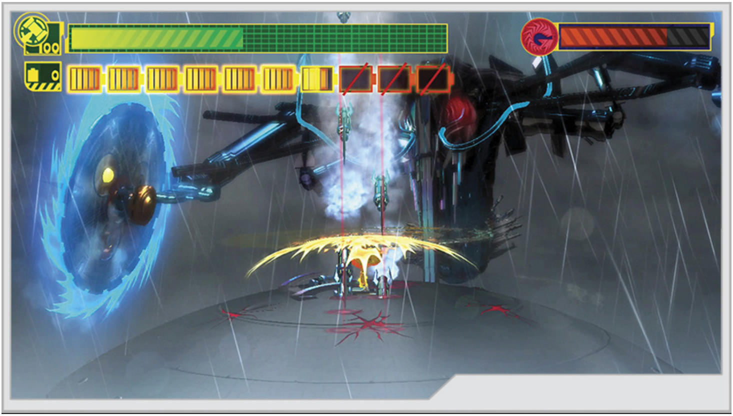


If the Envan is in bad condition, Diejeah will ram it with its nose in hopes of taking you down with the Envan. Don't miss this Wonder-Jump prompt!

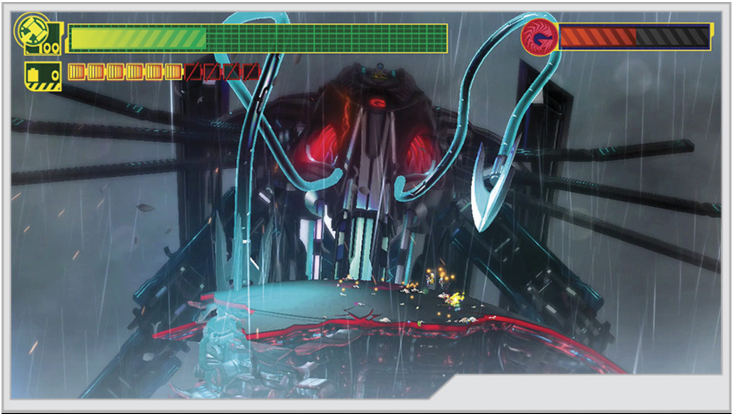


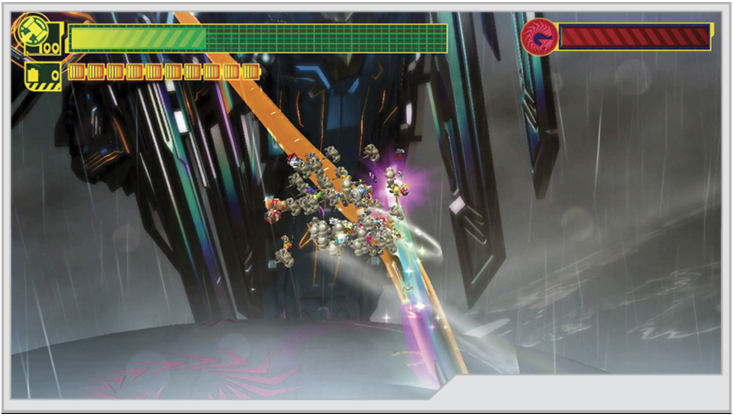
After jumping to a new Envan, it will try to smash you with its tentacle arms. You can see where these will land next by a small electrical field that forms a second before impact. After a number of attempts, Envan gives up, and Diejeah will catch up with you to continue the struggle.





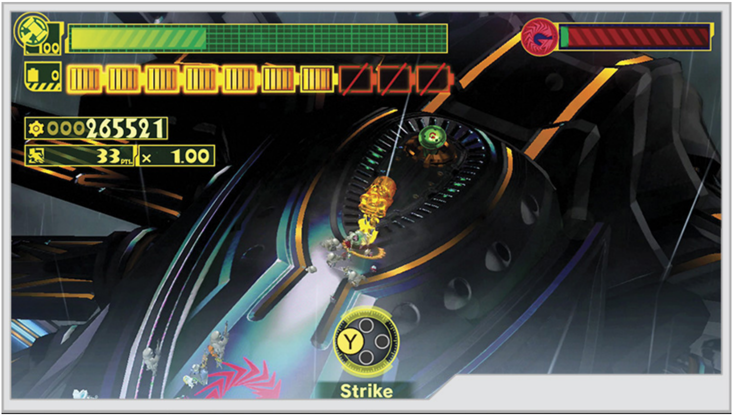
Watch out for a missile barrage coming from Diejeah's forehead! It's targeted directly at where you are standing when the missiles cut loose. You can defend against it with Unite Hammer, but you don't have a lot of time to react. It might be safer to just Unite Spring and sprint out of danger, depending on your position. On 101% Hard, where you don't get time dilation while drawing Unite Morphs, you should just get out of the way and stay on the move to throw off potential missile barrages.

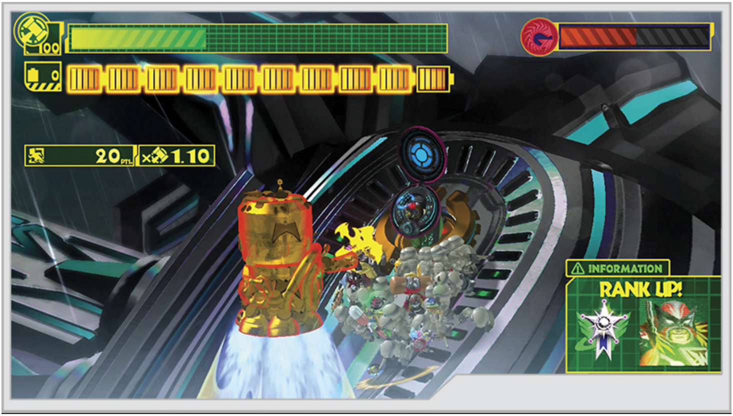




Diejeah can also strike at the Envan with its own tentacle spikes on its face. This is one of your big opportunities. Like with the Envan's tentacles, the impact sites are telegraphed by blue electric fields, so be ready to Unite Spring if it looks like you can't jump or sprint away in time. Hero Time is a really good Custom Block to have equipped during this fight.

Evade the tentacle strikes until one is inevitably stuck. You're then prompted to Unite Hammer the spike into the Envan. This allows you to run up the tentacle to finally reach where Wanna is and start causing some real damage!

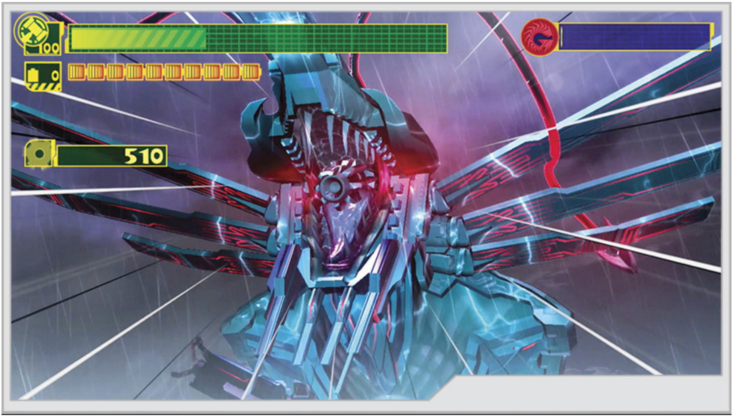


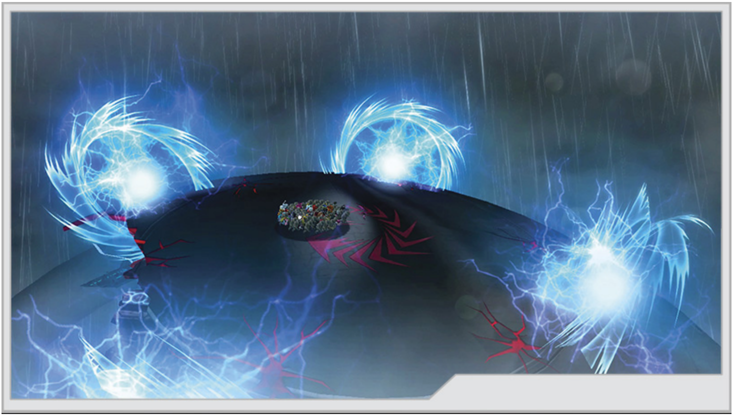


Wanna's command seat is protected by an armored shell. However, a good hammer swing can knock him senseless, forcing the shell open and letting you pound the little insect into submission. Unite Hammer does amazing damage here.

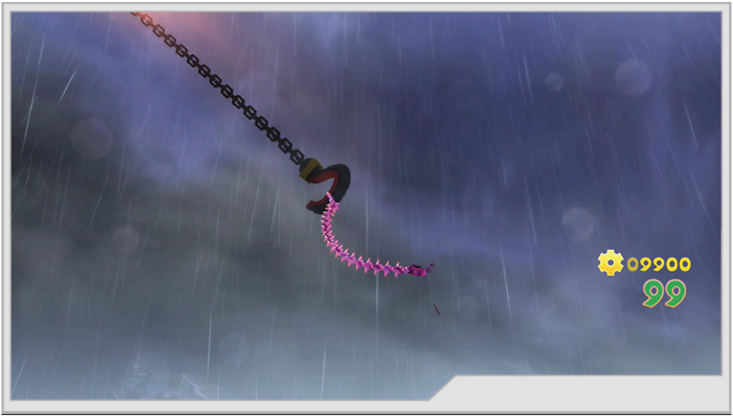
It's also possible to reach Wanna by destroying both sawblades, though it might be more likely that you first reach the bugger via its tentacle attack.

Phase Six

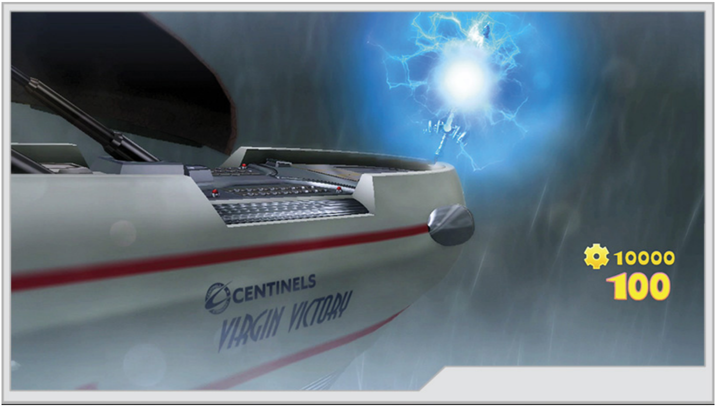


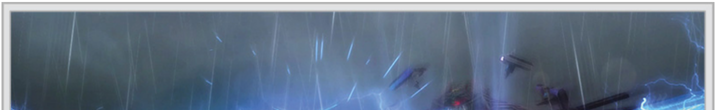


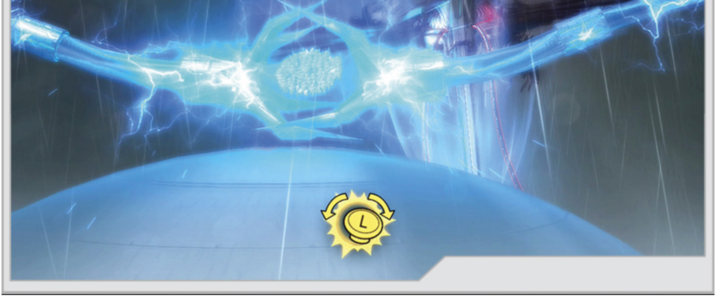
If you manage to navigate around all of Diejeah's attacks and deplete its health enough, one last action sequence remains. Diejeah powers up its electro-pulse cannon to ridiculous levels before unloading directly onto the Envan you're standing on. Run away from the blast and Wonder-Jump when prompted! You'll have to do this three times.

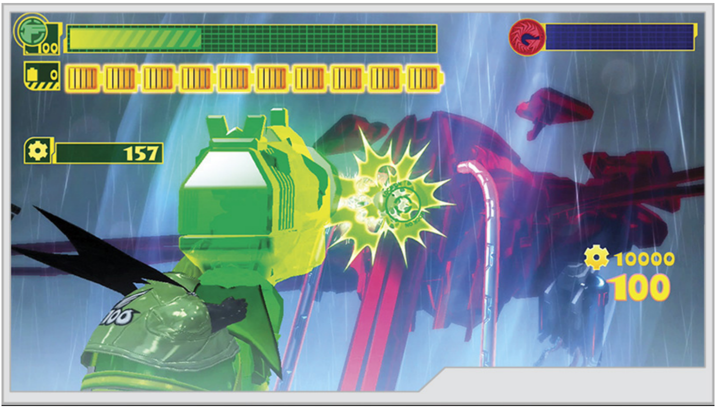


Next, you'll evade the blasts with Unite Whip...

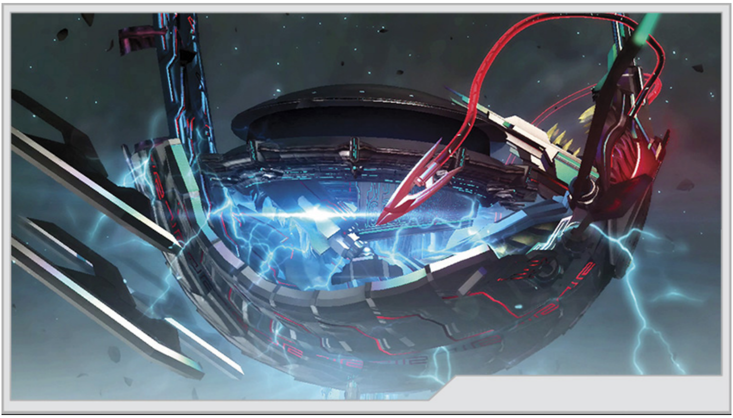








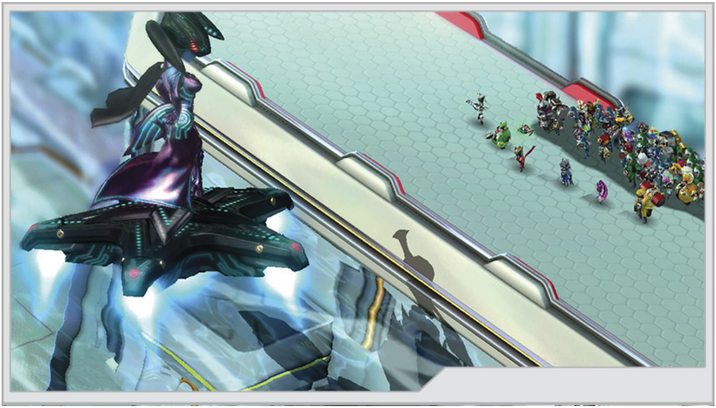
...followed by catching them with Unite Sword. This gets you back on top of Diejeah for one last Wanna smackdown. After another beating, Diejeah bucks you off and traps you within an electric field. Shake it off quickly, and then complete the Unite Gun prompt. Make sure you aim at Diejeah's face while shooting!



Put the final nail in Diejeah's coffin with Unite Hammer, and Operation 003 is complete!

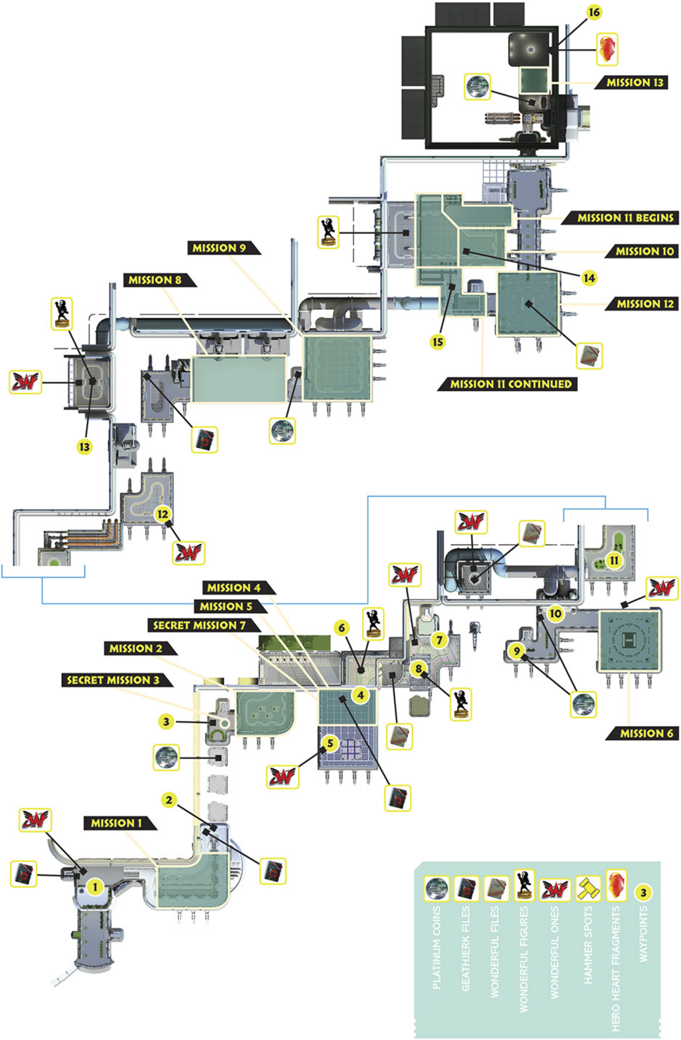
Operation 004: Neo Mu—Ocean Metropolis

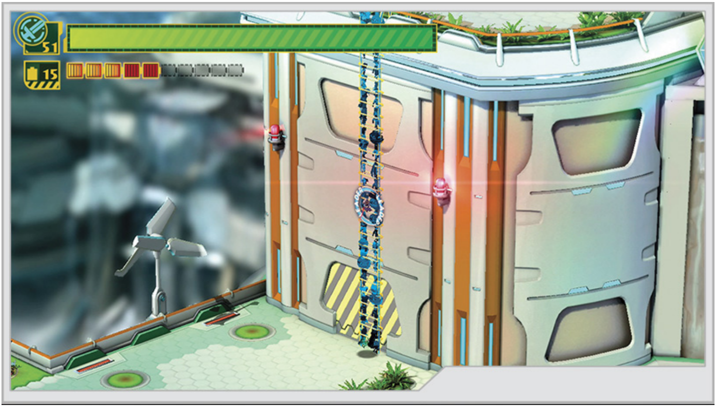
Operation 004: Neo Mu—Ocean Metropolis

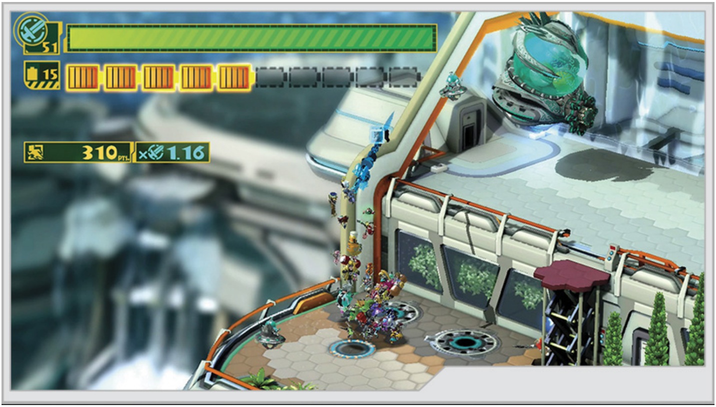


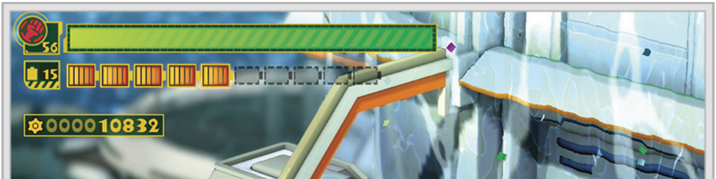
The ocean metropolis of Neo Mu is the secret home to another of the five Super Reactors powering Margarita. Recent events have led Commander Nelson to believe that the GEATHJERK have indeed compromised the locations of all the reactors and that direct attacks on the remaining reactors are imminent. The Wonderful 100 are being deployed to Neo Mu to put a halt to just such an attack. Failure now would mean Earth will not be able to hold out until the Shirogane Comet, the final weapon, is in position to annihilate the enemy forces in orbit.

Operation 004-A









[1] Shortly after you start the Operation, you must Unite Chain a ladder to reach a high ledge. You're attacked by a swarm of You-Houghs near a Gatcha, but this battle isn't rated, so you're free to prioritize expedience over style. Freeing the Gatcha's prisoners also releases Wonder-PC. Behind the Gatcha is a door you can Wonder-Liner into to retrieve GEATHJERK File No. 19. Follow the path down the stairs to trigger the first mission.

Mission 1

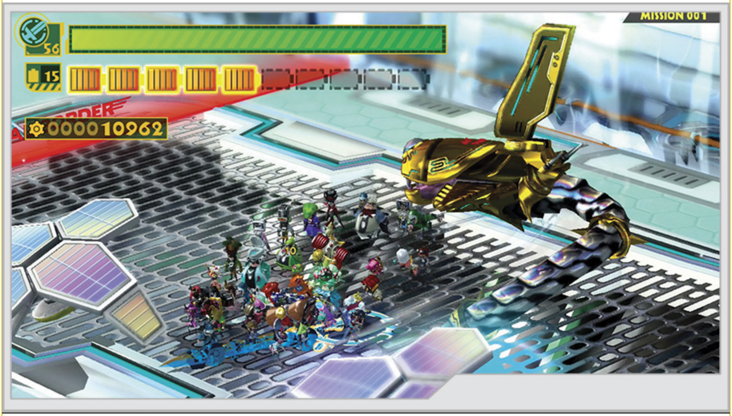
Medal Requirements

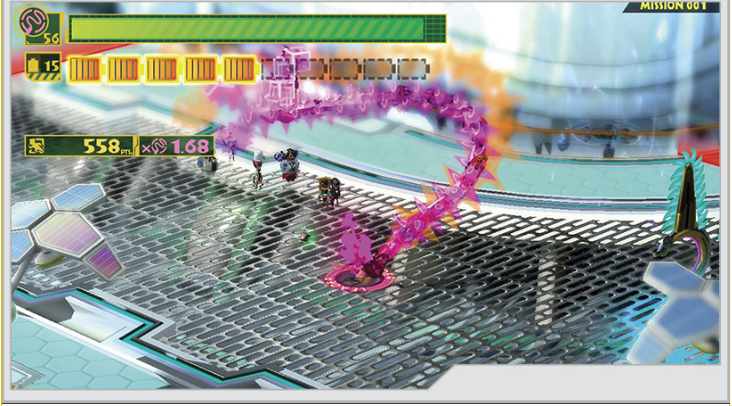
Enemies Present (Very Easy–Normal)

Orgon

Enemies Present (Hard and 101% Hard)

Koh-Tumeekeyx2





A lone Orgon with no support is a dead Orgon. Tear it out of the ground with Unite Whip to stun it, then finish it off with a lengthy juggle.

Hard and 101% Hard Mode

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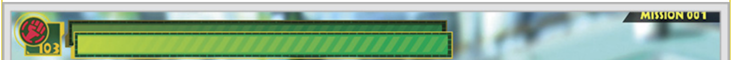
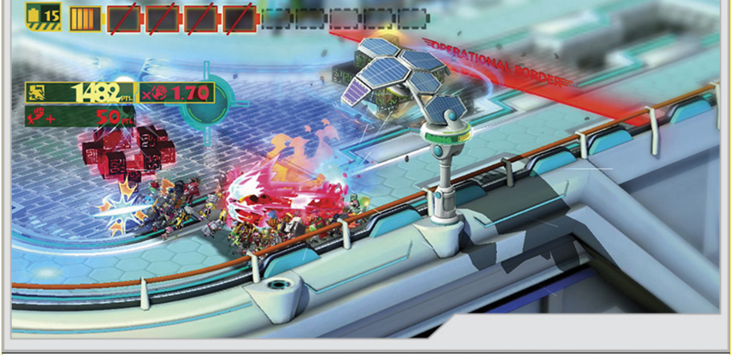
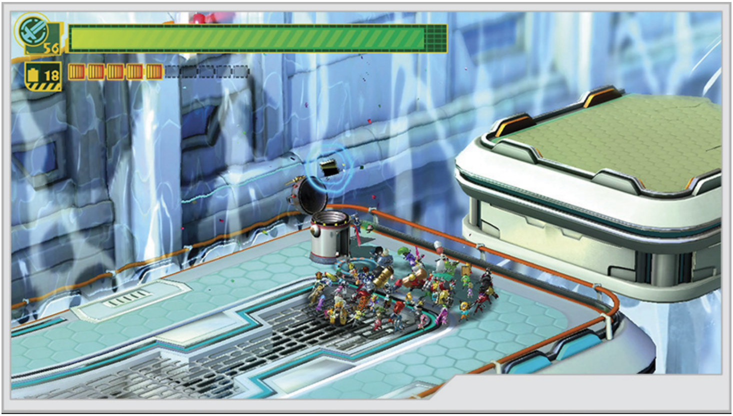


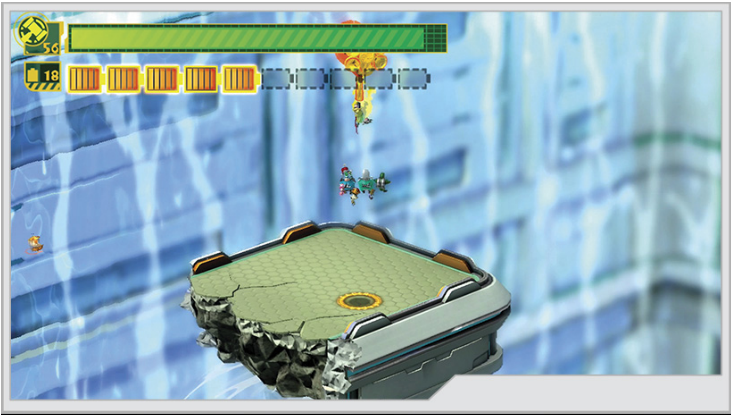


A pair of Koh-Tumeekey are a different story from the Orgon, and the arena is confined enough that they can catch you along the walls with their sword or whip melee attacks. Unite Bomb has great utility here, as it can easily catch both enemies and help control the fight.

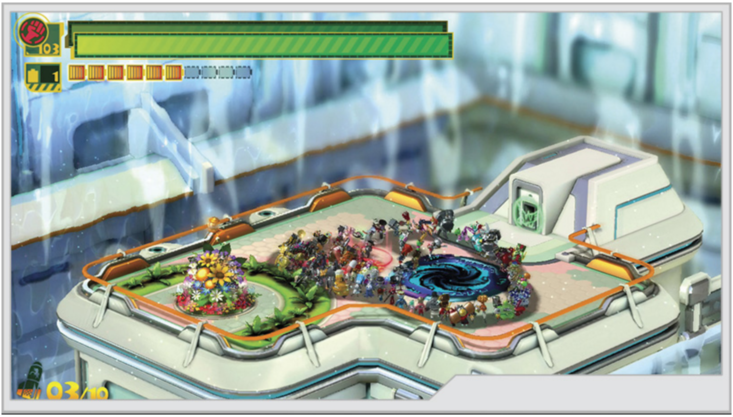
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:10	2:30	Very easy
Time	1:30	1:50	2:10	2:30	Easy
Time	1:20	1:40	2:00	2:20	Normal
Time	4:30	4:50	5:10	5:30	Hard
Time	4:30	4:50	5:10	5:30	101% Hard
Combo	300	200	100	50	Very easy
Combo	400	300	200	100	Easy
Combo	600	500	400	300	Normal
Combo	2000	1500	1000	500	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



[2] To cross this gap, you must use the platforms being suspended in the air by water geysers. Don't miss the Wonderful Toilet before you start the crossing; it contains GEATHJERK File No. 16.



If you activate Wonder-Hammer with 50 or more characters on your team, the platforms will sink, and deactivating the hammer will cause the platform to shoot upward, launching you into the sky. You can collect a number of items this way, including a Platinum Coin hovering high above the third platform.



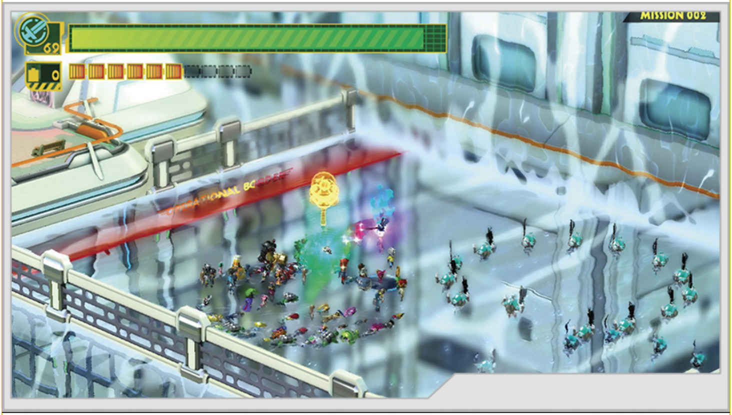
[3] This platform is where a portal to Kahkoo-regah can appear. To do this, you must fight the next battle without sinking below the water's surface. Basically, don't use Unite Hammer, and for players returning on higher difficulties, don't use any Unite Morph consisting of 100 heroes.

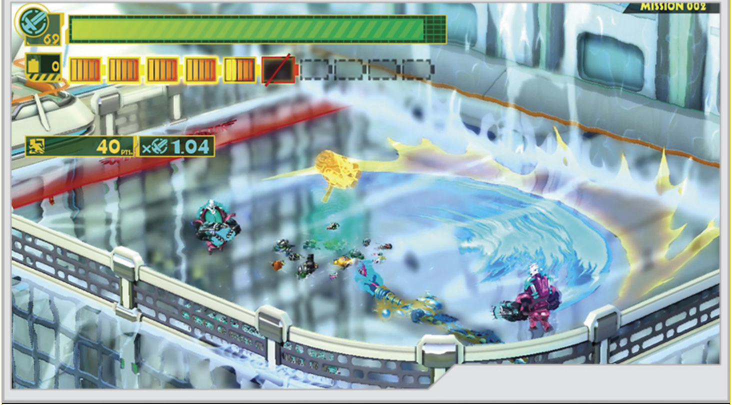
Mission 2

Medal Requirements

Enemies Present (All Difficulties)

Chew Dough-Goo x2, Dough-Goo





Unite Sword is your go-to weapon here if you're trying to reveal the portal to Kahkoo-regah. A modest-length sword will still easily brush aside the Dough-Goo on any difficulty. To avoid accidentally sinking, evade the attacks from the enemy simply by jumping. Occasionally, the Chew Dough-Goo will have summoned more Dough-Goo at the bottom of the pool before they surfaced to fight you. Don't get impatient; let the enemy come to you. Succeed without sinking, and the portal appears.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:10	1:30	1:50	2:10	Very easy
Time	1:10	1:30	1:50	2:10	Easy
Time	1:10	1:30	1:50	2:10	Normal
Time	1:10	1:30	1:50	2:10	Hard
Time	1:10	1:30	1:50	2:10	101% Hard
Combo	700	600	500	400	Very easy
Combo	800	700	600	500	Easy
Combo	2000	1500	1000	500	Normal
Combo	2500	2000	1500	1000	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Secret Mission 3

Medal Requirements

Enemies Present (Normal)

Orgon x2

Enemies Present (Hard–101% Hard)

Wave 1: You-Hough x6, Doora x2

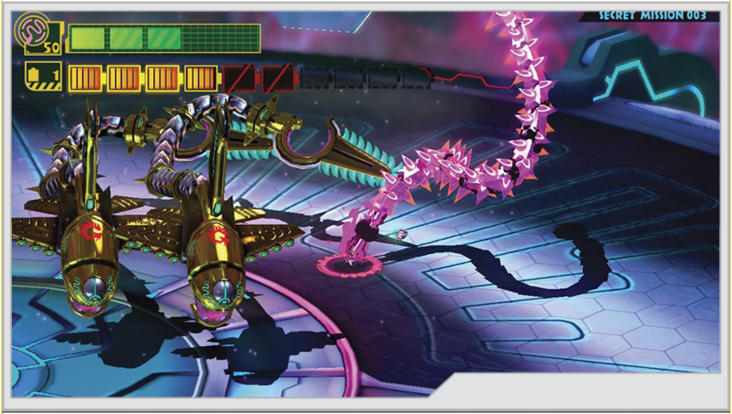
Wave 2: Doora x2

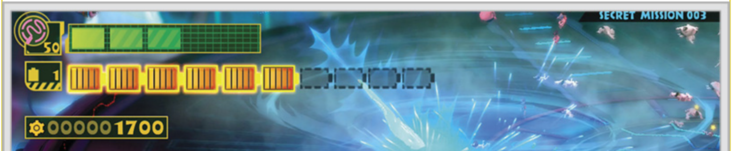
Reward for Completion

Normal Mode: Figure No. 39 Wonder-Nurse

Hard Mode: Figure No. 94 Wonder-Medicine

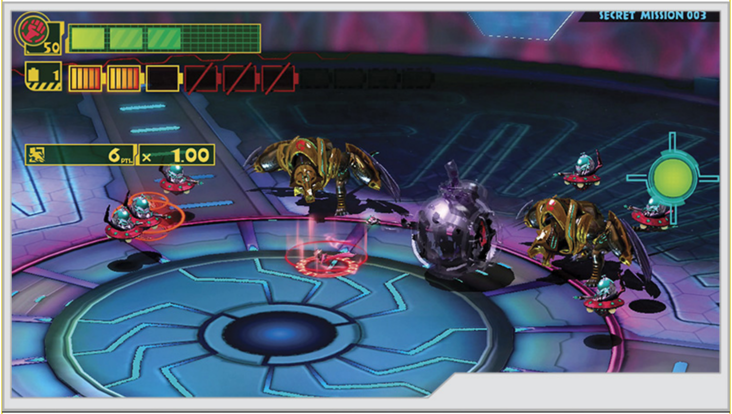
101% Mode: Figure No. 06 Wonder-White

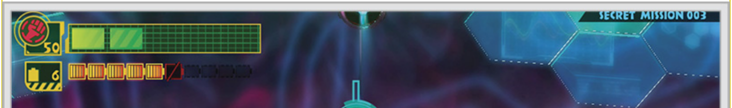


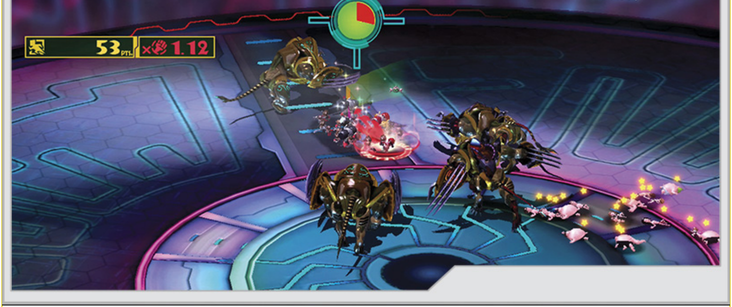


In pairs, Orgon can seem fairly intimidating, but it's surprisingly easy to stun them with Unite Whip even as they swim through the ground. Avoid using the Unite Whip to pick up and slam a stunned Orgon unless you know for certain you're going to destroy it; instead, concentrate on producing the most damaging juggle combo you can. It is possible to actually stun both at the same time, and if they happen to be in close proximity, you can juggle both, but this is not an easy thing to set up.

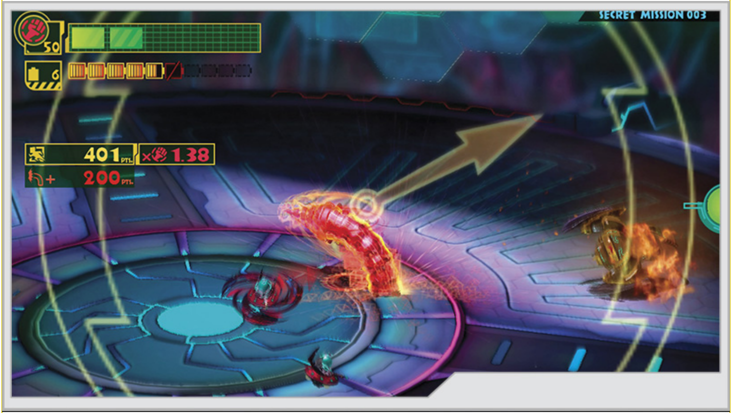
Hard and 101% Hard Mode





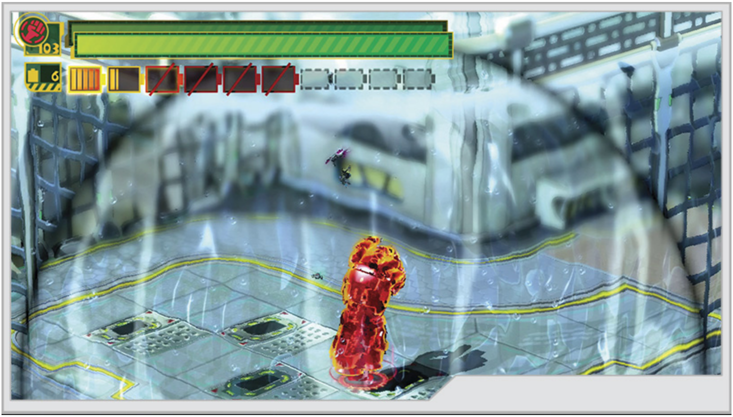


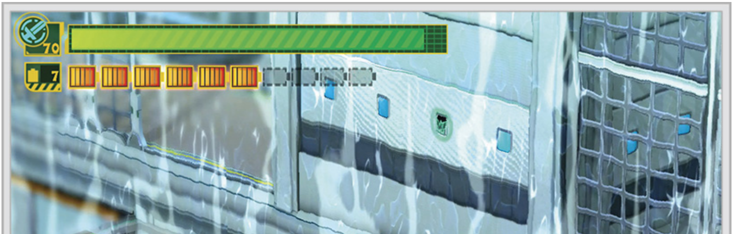
Similar to a previous Kahkoo-regah challenge, this mission puts two dangerous foes, the Dooras, alongside a group of weaker enemies, the You-Houghs. If the You-Houghs are destroyed, two more Dooras show up. It's possible to fight four Dooras at once with smart use of Unite Bomb, but it's still a rough fight that keeps you constantly moving.



Hero Time once again can provide a significant advantage here. While it does rely on your ability to read and react in time to the very fast Dooras, the slowdown from it, combined with Unite Bomb and a barrage of Team Attacks to stun, can let you make short work of the Doora you choose to focus on. Try to take out the first two Dooras before wiping out the You-Hough, taking care to also evade the You-Hough's machine gun and ramming attacks. Hero Counter is also a very clutch ability if you're in a bind and have no Unite Gauge with which you Unite Spring.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:40	2:00	2:20	2:40	Normal
Time	4:00	4:30	5:00	5:30	Hard
Time	4:00	4:30	5:00	5:30	101% Hard
Combo	4000	3000	2000	1000	Normal
Combo	1000	800	600	400	Hard
Combo	1000	800	600	400	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard





[4] Follow the underwater path from Mission 2 until you reach a waterfall exit. Don't follow the batteries outside of the waterfall! Instead, stay inside of it as you drop down, then walk inside the waterfall down to the right, and send a Wonder-Liner up into the open window for GEATHJERK File No. 47. You'll know exactly where to walk by following the three destructible water tanks inside the waterfall.

Mission 4

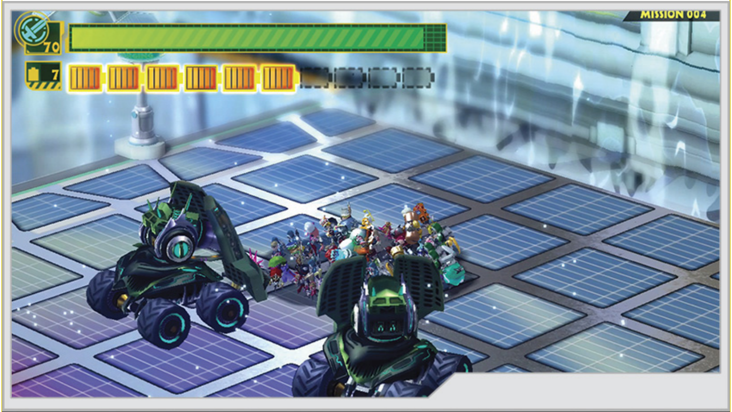
Medal Requirements

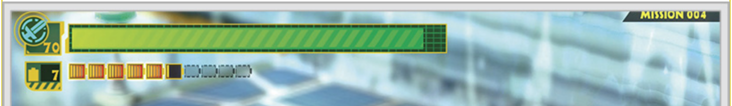
Enemies Present (Very Easy–Normal)

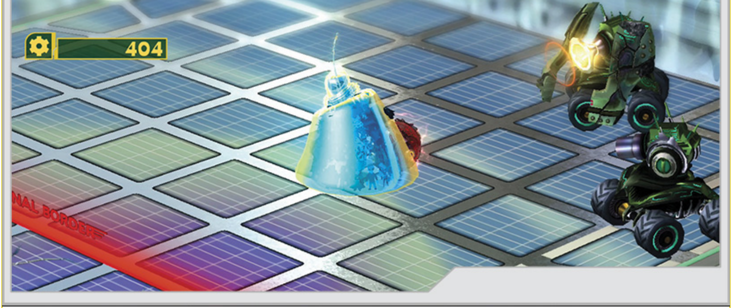
Hoedown x2

Enemies Present (Hard–101% Hard)

Ankho





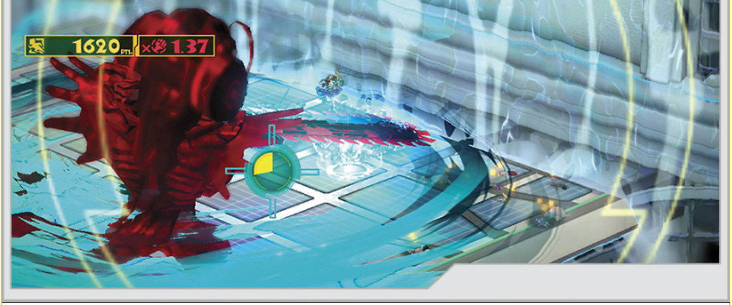


Mission 4 starts after you take a few steps away from the waterfall. The arena is fairly confined, but you only face a pair of Hoedown. It shouldn't be too much of a hassle at this point.

Hard and 101% Hard Mode

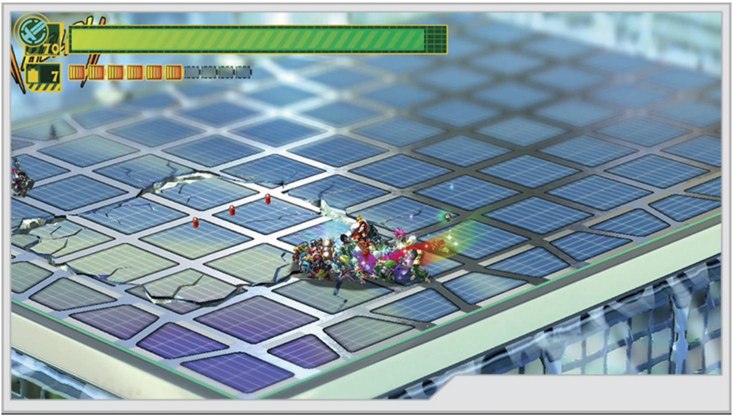
MISSION 004
103
7
690 PTS.
x1.14

MISSION 004
103
7

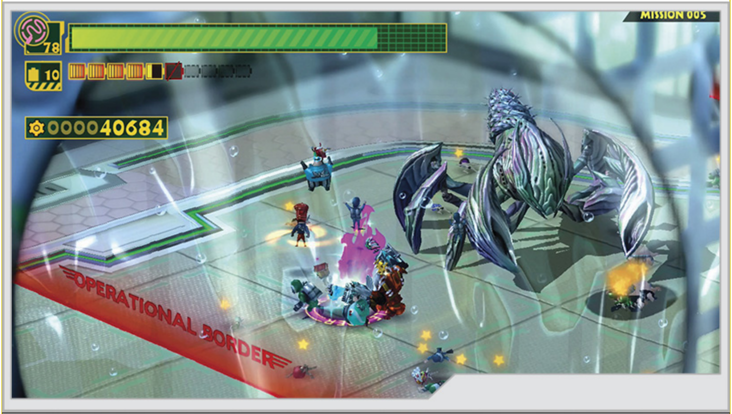


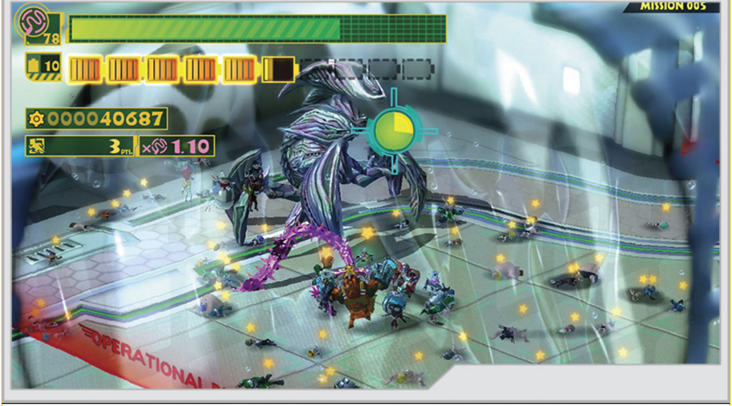
Hard and 101% Hard players face an Ankho in this confined space, and it can be trouble if it's allowed to really get started. In particular, its spin-slash covers the majority of the arena, leaving you little room to work with. Be aggressive at shutting down its offense and you should be able to end the battle very quickly.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:40	2:00	2:20	2:30	Very easy
Time	1:40	2:00	2:20	2:30	Easy
Time	1:30	1:50	2:10	2:30	Normal
Time	1:30	1:50	2:10	2:30	Hard
Time	1:30	1:50	2:10	2:30	101% Hard
Combo	100	80	60	40	Very easy
Combo	120	100	80	60	Easy
Combo	2000	1500	1000	500	Normal
Combo	2500	2000	1500	1000	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



[5] Continuing onward after Mission 4, you'll find that a section of the ground is cracked in such a way that sufficient weight could cause part of the floor to sink into the water below. Don't do this without recruiting the nearby Wonder-Armor. Once you sink below the water and leave the platform, you can't recruit the Wonderful One unless you restart the Operation.

Mission 5
Medal Requirements
Enemies Present (All Difficulties)
Dahkarts




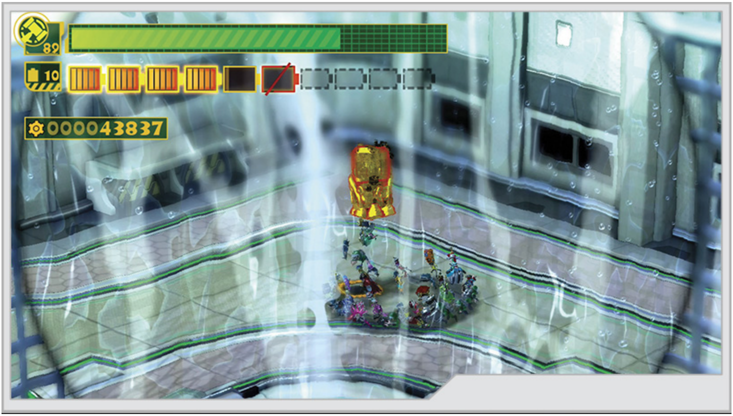
You encounter a lone Dahkarts shortly after stepping off the sinking platform. It's not necessarily a tough fight, but you are fighting underwater, so your movements are a bit slower. In particular, larger Unite Morph attacks will seriously reduce your speed, which can get you in trouble while you're trying to avoid and defend against the Dahkarts.

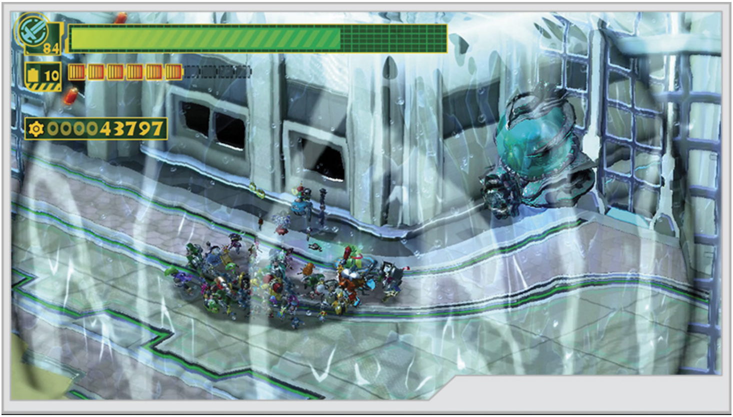
Note

You will be coming back here later for a secret mission. Don't forget about this, as you can hit another point of no return and be unable to take on the secret mission until a later attempt at this level.

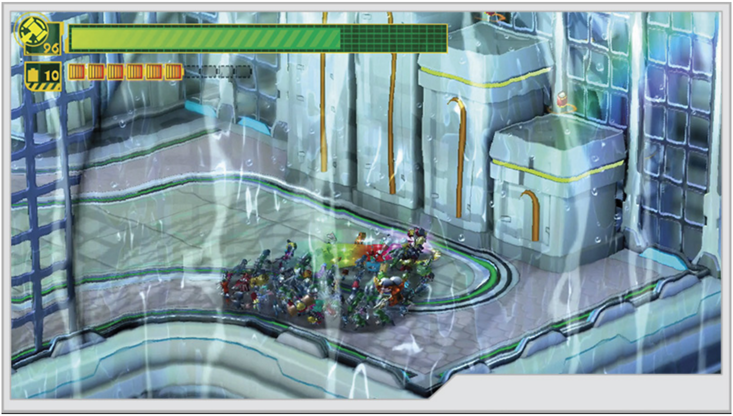
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:40	2:00	2:20	2:30	Very easy
Time	1:40	2:00	2:20	2:30	Easy
Time	1:30	1:50	2:10	2:30	Normal
Time	1:30	1:50	2:10	2:30	Hard
Time	1:30	1:50	2:10	2:30	101% Hard
Combo	100	80	60	40	Very easy
Combo	120	100	80	60	Easy
Combo	2000	1500	1000	500	Normal
Combo	2500	2000	1500	1000	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy

Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

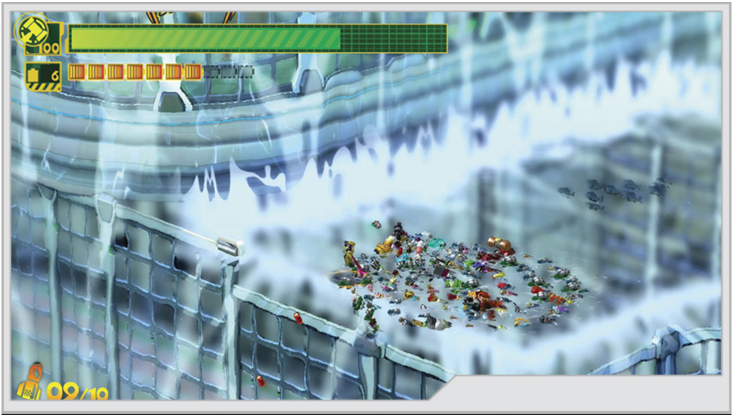


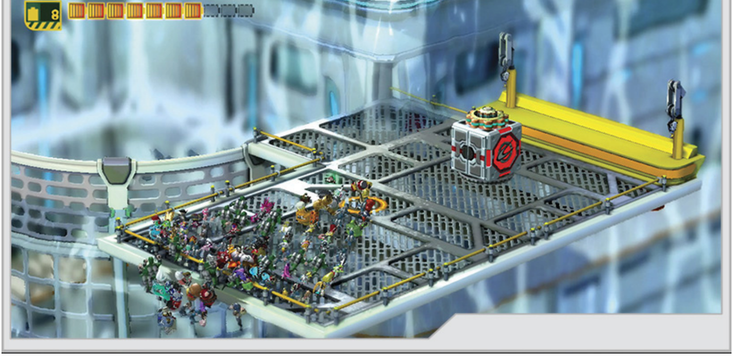


[6] Following the corridor just past Mission 5, use Unite Hammer to strike the spot in the screenshot, revealing Wonderful Figure No. 44. A little farther down the corridor is a Gatcha that currently holds Wonder-Pirate in custody. You might notice a trail of batteries outside of a waterfall across the way from the Gatcha, as well as a platform suspended by a water geyser. You want to get to that platform.

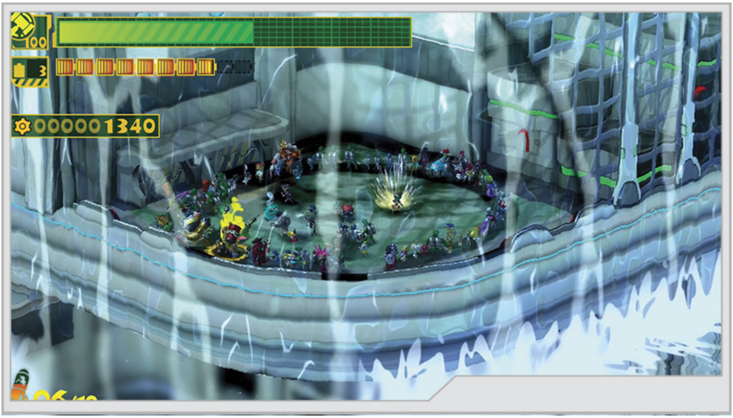


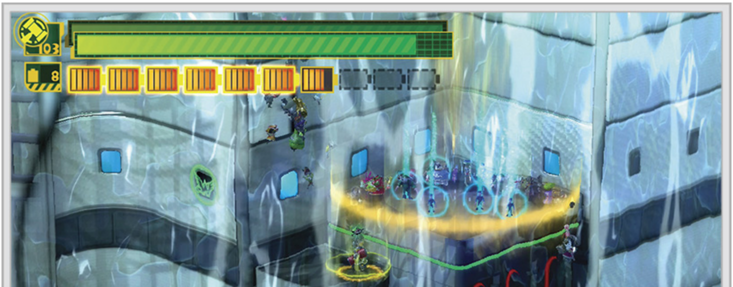
[7] Use this set of steps to get back to the water's surface. There are more civilians to rescue on a platform close to the steps next to a door you can send a Wonder-Liner into for some food. More civilians are swimming in the water.

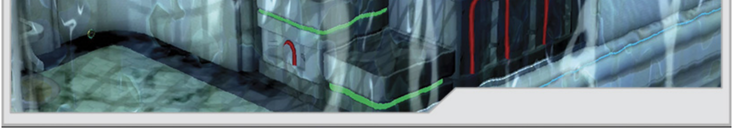




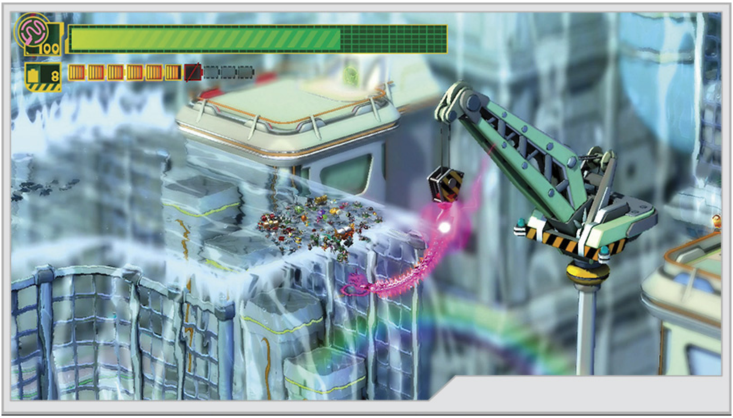
[8] The platform from before can be accessed from the water surface here. Follow that trail of batteries. Use Unite Hammer to help boost the platform up to a hidden side area with a red supply box that contains Wonderful Figure No. 29.

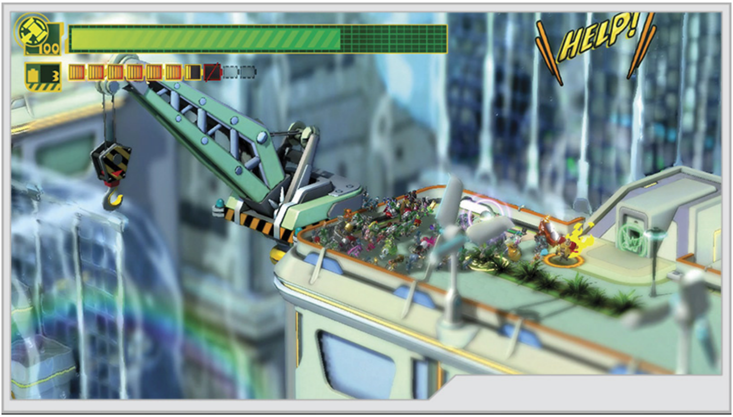






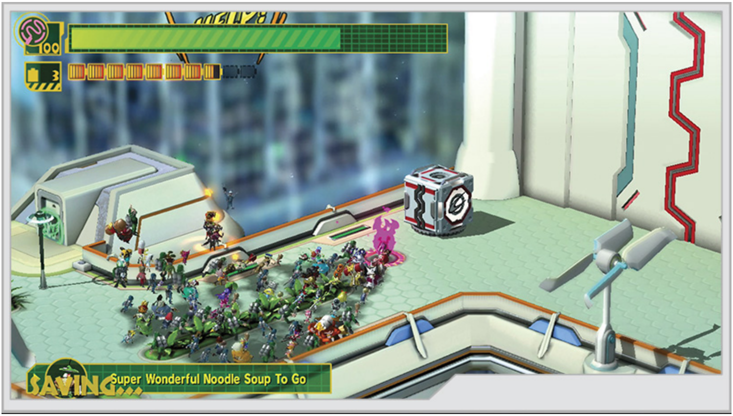
Next to that supply box is another small pool of water you can dive into. Sink into it with the hammer and rescue the civilians trapped at the bottom. Wonder-Diver is among them. You can also destroy the tall water tank next to Wonder-Diver and send a Wonder-Liner into the open window for an extra item. In this room there is also an exit that will take you back toward point [7].

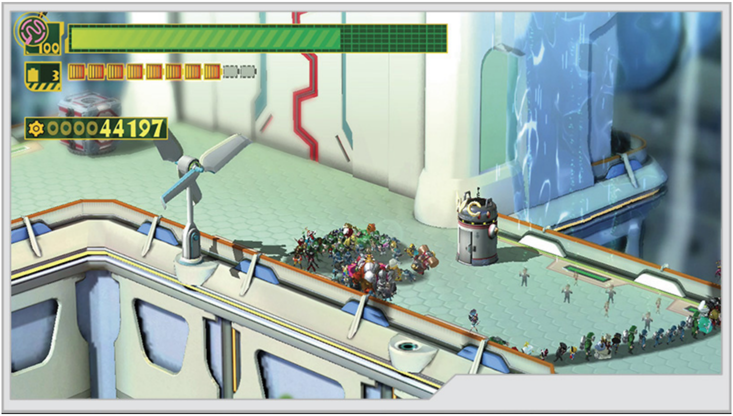




[9] From Wonder-Diver's side room, follow the water current until you see a chasm with a crane that you can Unite Whip across. Find the second Platinum Coin by hammering the small bushes near where you land from the whip swing. You can also

send a Wonder-Liner into the nearby door for an item. After this, tear down the spike wall that is blocking your progress and continue forward.





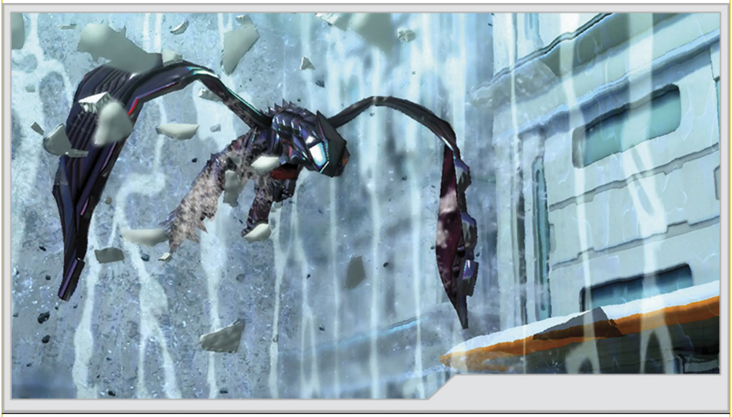
You will see a white supply box next to a sealed door [10] that you need to get through, but players on their first run of the game don't have the means just yet to open both the door and the supply box. Next to that door is also a Wonderful Toilet, which contains another useful food item. Head toward the helipad, rescuing civilians as you go.

Mission 6

Medal Requirements

Enemies Present (All Difficulties)

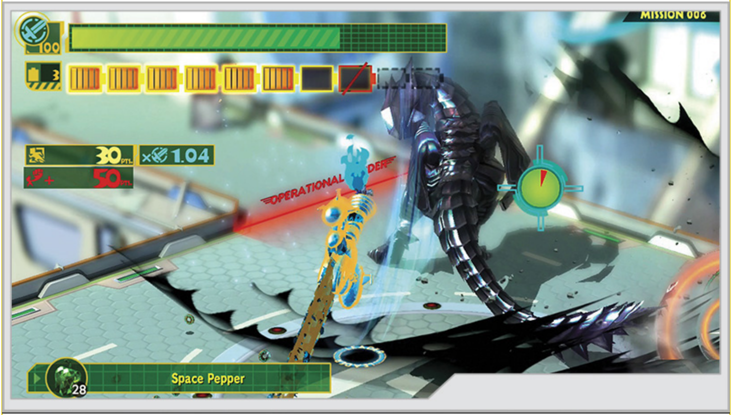
Hah-Gonay

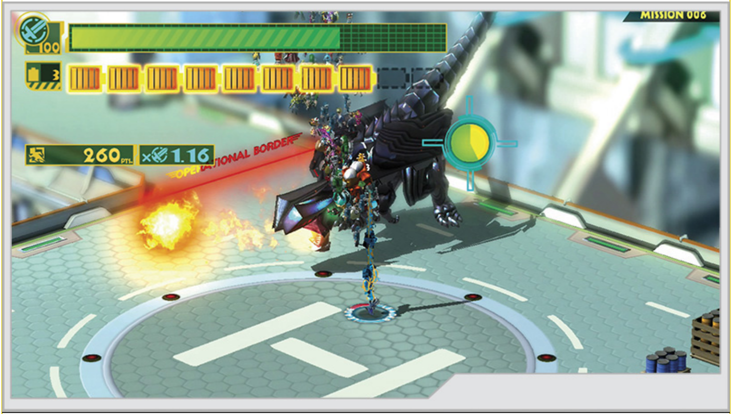


As you reach the center of the helipad, something big, fast, and angry bursts through a wall in the distance.

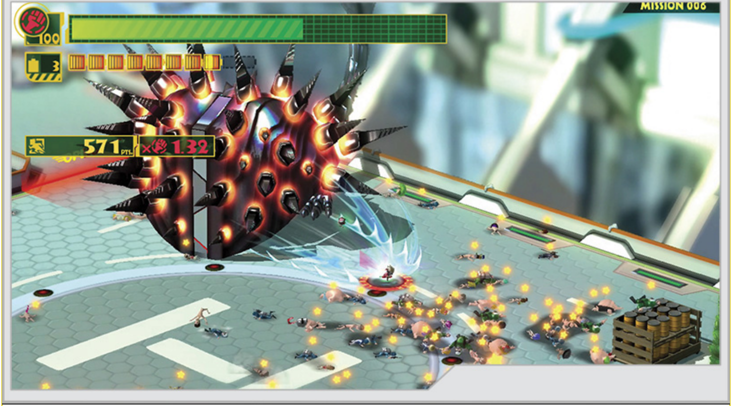
GEATHJERK Encounter: Hah-Gonay

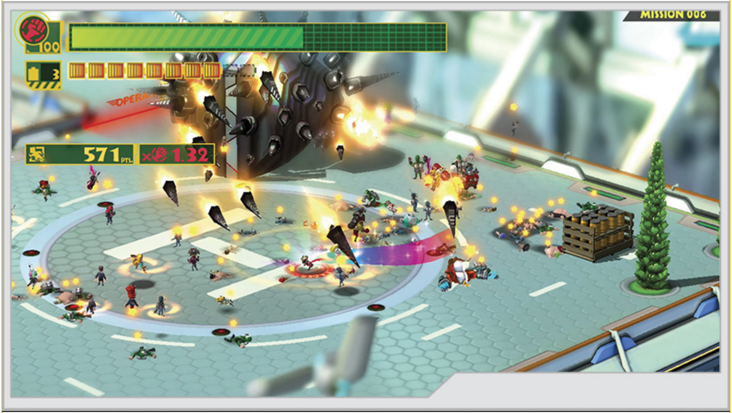
A biomechanical dragon, the Hah-Gonay strikes an imposing figure on the battlefield. Despite the heavily armored skin, the Hah-Gonay is capable of swift flight and is fairly agile on the ground, able to fend for itself. The most remarkable feature of the creature is its defensive stance, where it covers its head with its wings, forming a near-impervious shield.





The Hah-Gonay is quite dangerous the first time you encounter it. In addition to its fire breath, the dragon can stomp on foes or smack them with its tail. Should you try to stand back and engage from afar with Unite Gun, the Hah-Gonay can fly over to you and try to land on your team.



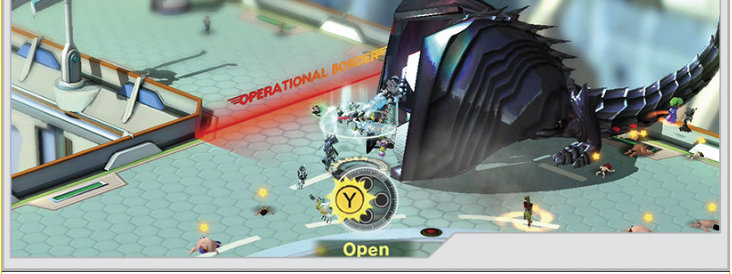


More troubling about the monster is its defensive stance. It will slam its wings in front of its head in a protective shell, which knocks back any Wonderful One that is close by. Not only does this stop any attacks from the front, but also the Hah-Gonay will deploy a massive barrage of missiles from its wings. Flanking it is difficult, as the Hah-Gonay is surprisingly mobile in this mode and will turn to face you. Even if you do manage to flank it, you have to contend with the missiles and its tail.

ERFUL 100
NTIFICATION
STATUS
ONDERFUL ONE
WONDER
WHITE
THE CLAWS OF

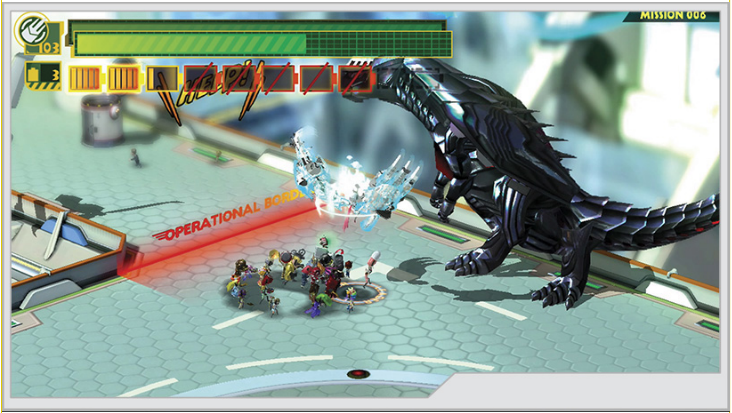
The timely arrival of Wonder-White provides a quick solution to the Hah-Gonay's absolute defense.

MISSION 006
103
3



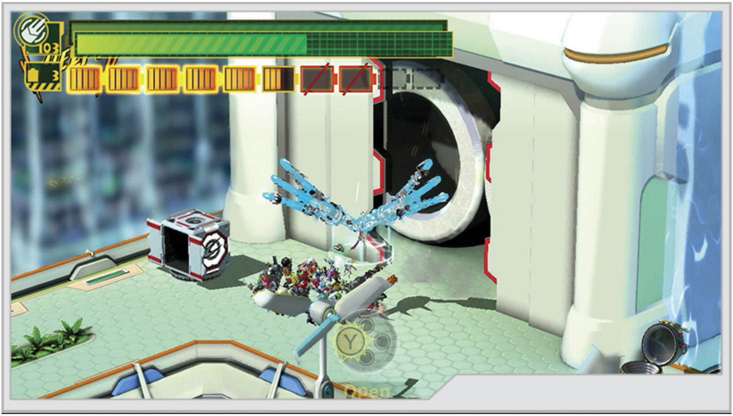
After Wonder-White's lengthy introduction, quickly switch to Unite Claw and stand in front of the dragon. You will get a prompt to help pry open the wings. Once the beast is exposed, go wild. The Unite Claw strikes incredibly fast and has a chance to freeze its victims in place. If you see the wings about to close again, back off, then pry them open once more. Eventually you will cause enough damage to weaken the Hah-Gonay's armor, which makes it more vulnerable to your other Unite Morphs. Additionally, if you Unite Guts its tail swipe or stomp attacks, you can stun the Hah-Gonay, leaving it vulnerable to a juggle. Of course, you can also try Team Attacks to stun it, but it takes a large number of Wonderful Ones to pull that off, and they can be easily shaken off by any of its attacks.

Hard and 101% Hard Mode



Alone, a Hah-Gonay isn't much of a challenge to an experienced player possessing all of the skills acquired from earlier playthroughs. Unite Bomb the sucker the moment it lands, and apply copious amounts of wonderful justice.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:00	3:20	3:40	4:00	Very easy
Time	3:00	3:20	3:40	4:00	Easy
Time	3:00	3:20	3:40	4:00	Normal
Time	3:00	3:20	3:40	4:00	Hard
Time	3:00	3:20	3:40	4:00	101% Hard
Combo	1500	1200	900	600	Very easy
Combo	1500	1200	900	600	Easy
Combo	1500	1200	900	600	Normal
Combo	2500	2000	1500	1000	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



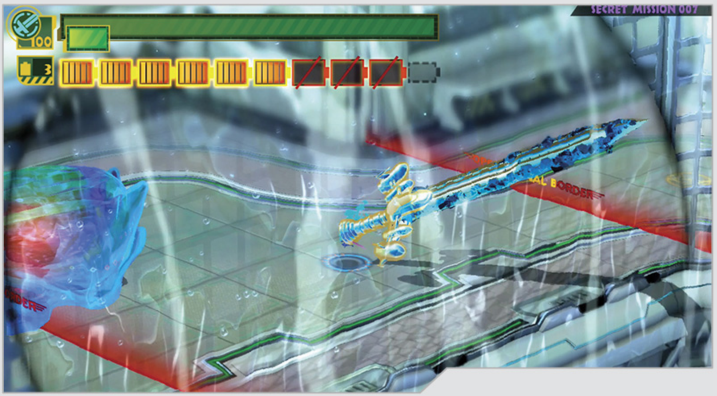
Once the battle ends, go back to the white supply box and open it with Unite Claw for a Platinum Coin; then pry open the sealed door next to it. However, before you jump into any of the pipes behind it, run back to the Mission 5 area to trigger a secret mission!

Secret Mission 7

Medal Requirements

Enemies Present (All Difficulties)

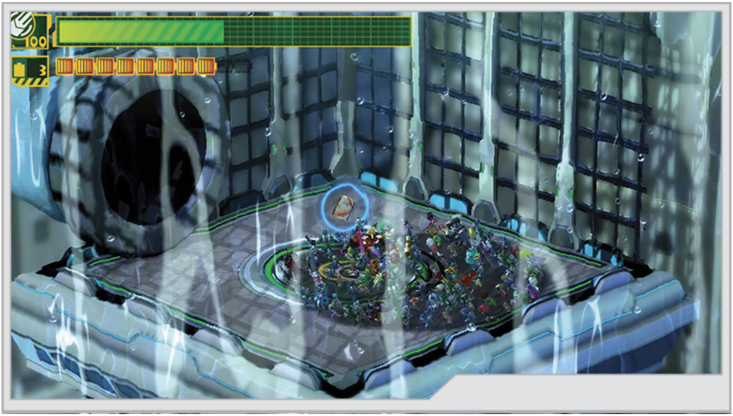
Nyerk

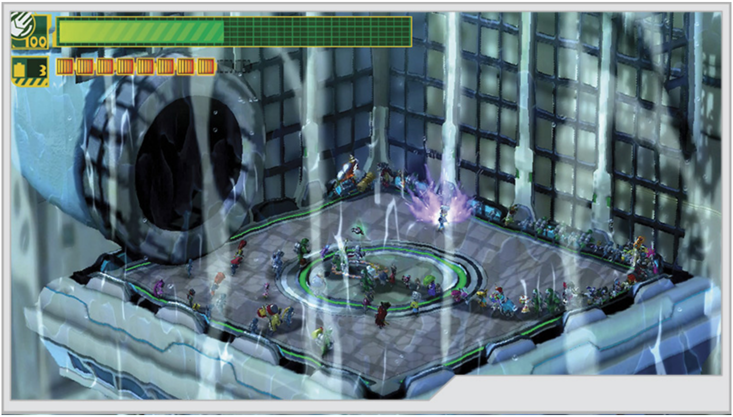


One Nyerk versus the Wonderful 100 at this point? Its odds are not favorable. Put it down, then get back to the previously sealed door [10].

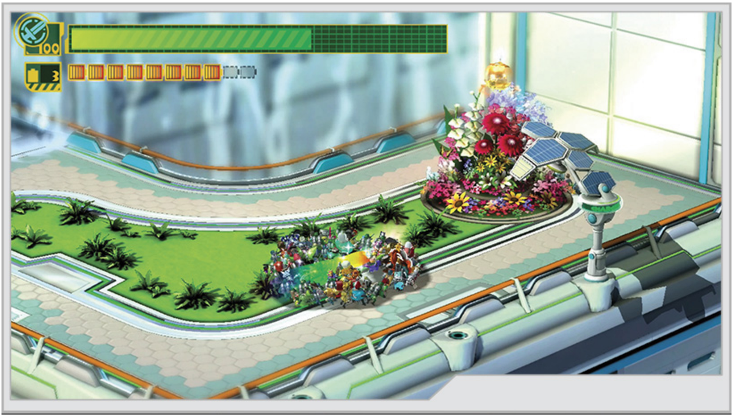
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:30	3:50	4:10	4:30	Very easy
Time	3:30	3:50	4:10	4:30	Easy
Time	3:30	3:50	4:10	4:30	Normal
Time	3:30	3:50	4:10	4:30	Hard
Time	3:30	3:50	4:10	4:30	101% Hard
Combo	1000	800	600	400	Very easy
Combo	1000	800	600	400	Easy
Combo	1000	800	600	400	Normal
Combo	1800	1400	1000	600	Hard
Combo	2000	2600	1200	800	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy

Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



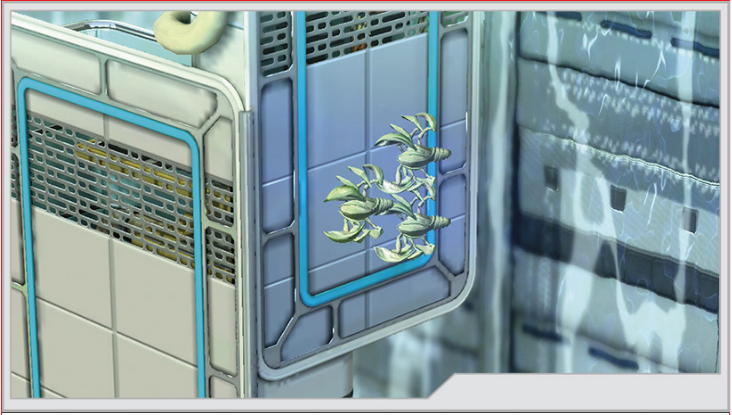


Behind that door was a pair of pipes. For now, take the one on the right. After a short ride, you end up in a room with some civilians and the hero Wonder-Sailor. Also, if you trace the circle at the center of the room, you will recover Wonderful File No. 19. Go back through the pipe, and take the one on the left to continue the Operation.

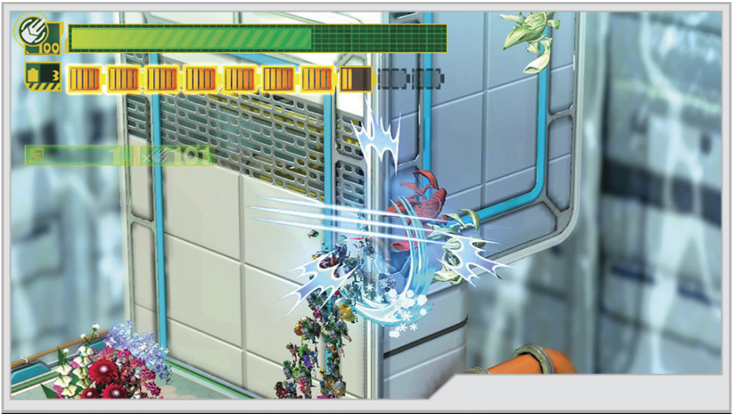


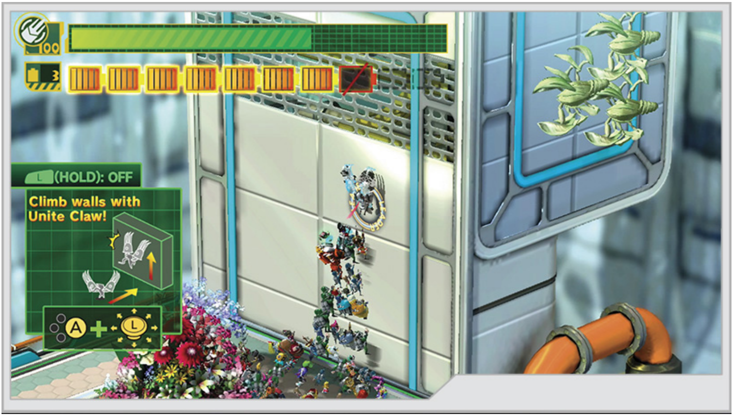
[11] The left pipe takes you to another section of Neo Mu. You can revive a flower bed at the edge of the grass field for some food, but otherwise this appears to be a dead end for superhero teams without the Unite Claw. Since you have that, you're able to climb the wall to move on, but as you approach the wall, an ambush occurs.

GEATHJERK Encounter: Dahkarts (Self-Replicated; aka Mini-Dahkarts)



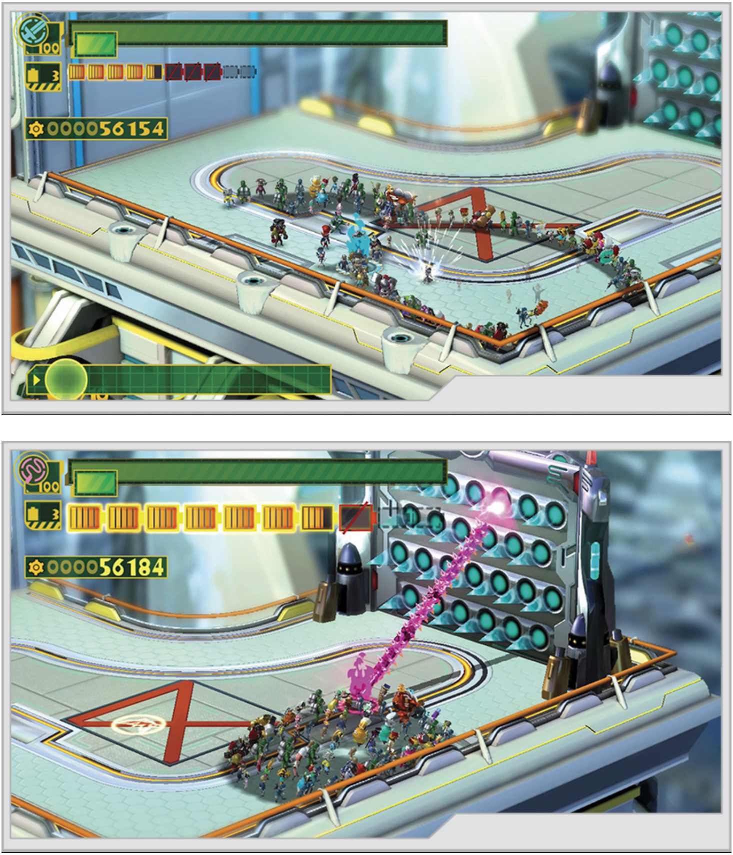
Shortly after the GEATHJERK deploys a Dahkarts to an invasion target, the alien beast immediately sets out to feed itself, which ultimately results in the Dahkarts creating multiple offspring. These small clones of the original are not quite as dangerous individually, but they do have numbers on their side and can appear in swarms on nearly any surface.



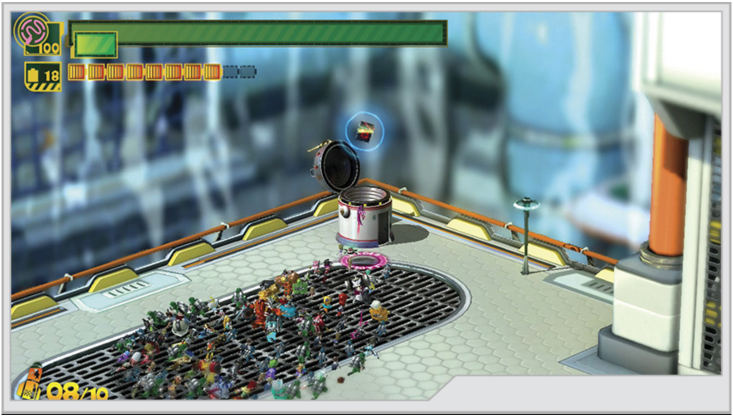


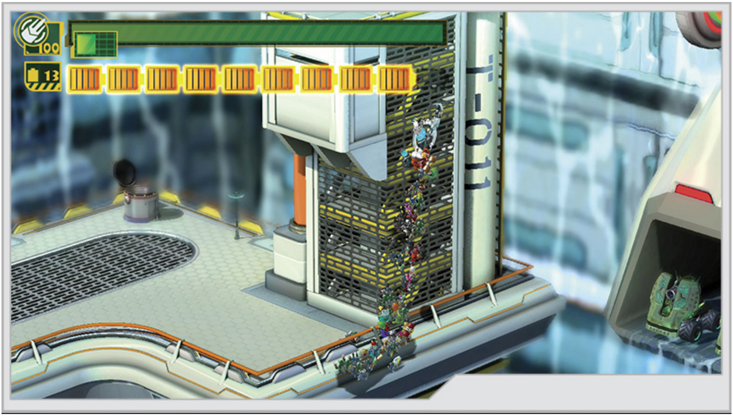
Climb walls with Unite Claw!

The fighting during the wall climb is not particularly difficult. Unite Claw tends to freeze the Mini-Dahkarts in a swipe or two, if not outright destroying them. If you power up the claws before starting the climb, you'll enjoy a temporary speed boost to your climbing ability, as well as a massively improved range on your hanging melee attacks, which ought to be enough to make short work of the monsters.

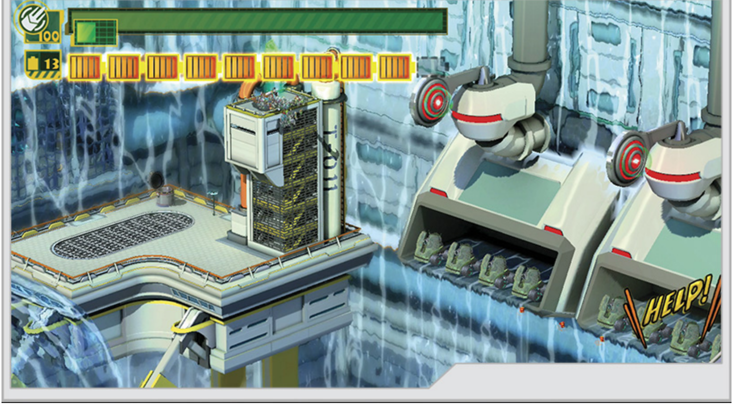


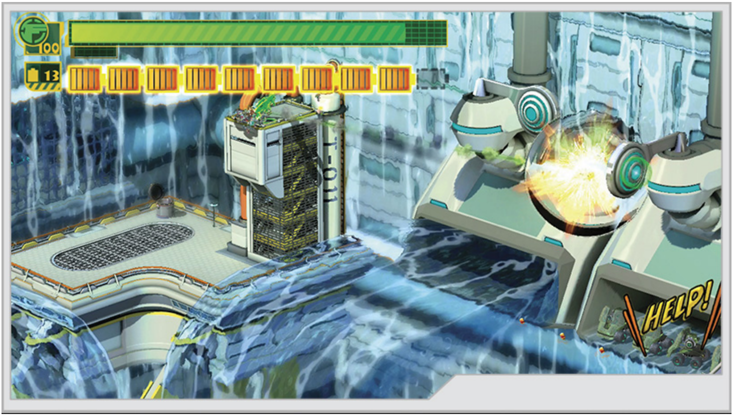
[12] The climbing route takes you to another platform, where you can find Wonder-Sister among a crowd of civilians. There is also a marking on the ground near Wonder-Sister that you can trace with the Wonder-Liner to reveal some food. Unite Whip through the barrier to proceed.





Pass over the waterfall behind the barrier to reach a platform that contains a Wonderful Toilet. Inside is GEATHJERK File No. 17. You need to then climb up the tower next to the Wonderful Toilet.





You must climb the tower because there is no way to cross the chasm, even with a Wonder-Liner. Even if you could, there are several Hoedown stationed nearby, and they'd just blast you as you tried to cross. The solution is to shoot at a pair of targets with Unite Gun from the top of the tower. This starts a flow of water that washes away the Hoedown and provides you a bridge of sorts to cross the chasm.

Mission 8

Medal Requirements

Enemies Present (All Difficulties)

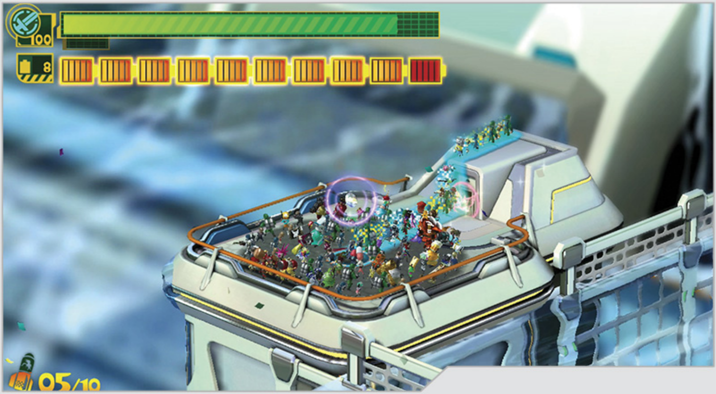
You-Hough x5

MISSION 008
100
13

The You-Hough attack as you try to make your way across the new waterfalls. They are not as much of a threat as the current that is trying to pull you into the abyss. Finish the enemy off and continue across the water.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:20	1:40	2:00	Very easy
Time	1:00	1:20	1:40	2:00	Easy
Time	1:00	1:20	1:40	2:00	Normal
Time	1:00	1:20	1:40	2:00	Hard
Time	1:00	1:20	1:40	2:00	101% Hard
Combo	40	30	20	10	Very easy
Combo	40	30	20	10	Easy
Combo	40	30	20	10	Normal
Combo	400	300	200	100	Hard
Combo	500	400	300	200	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy

Damage	0	200	400	600	Normal
Damage	0	400	800	1200	Hard
Damage	0	400	800	1200	101% Hard



There is a Platinum Coin inside a door on the platform just beyond the waterfalls. The next pool of water beyond this platform contains more pipes for you to explore, but you've got to sink to the bottom of the pool to access them.

Mission 9
Medal Requirements
Enemies Present (Very Easy–Normal)
Gedie Dough-Goo
Enemies Present (Hard–101% Hard)
Gurry Doora

MISSION 009
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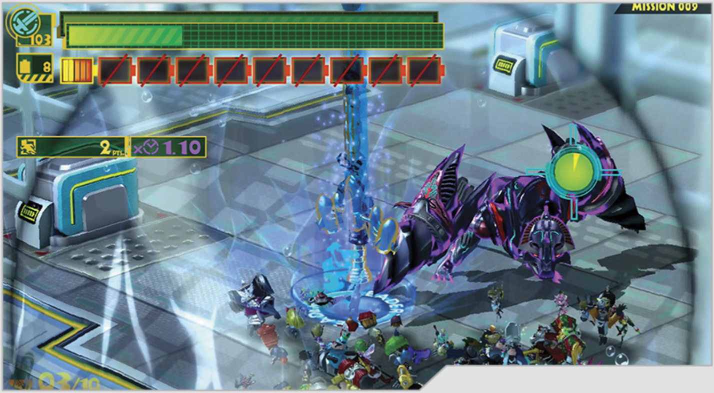
8

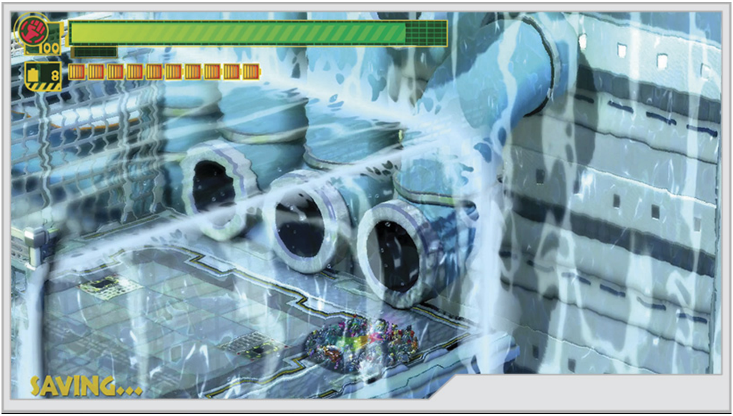
First you've got to get past a Gedie Dough-Goo. As this is another battle that takes place underwater, you will have to factor in that your attacks and movements are all going to be slower, which can make fighting the Gedie Dough-Goo up close harder than usual. Since you have to use the Unite Whip to take off the armor, give yourself a bit more space than usual to make sure your strikes land true without the threat of being interrupted by the Gedie Dough-Goo just walking into you.

Hard and 101% Hard Mode

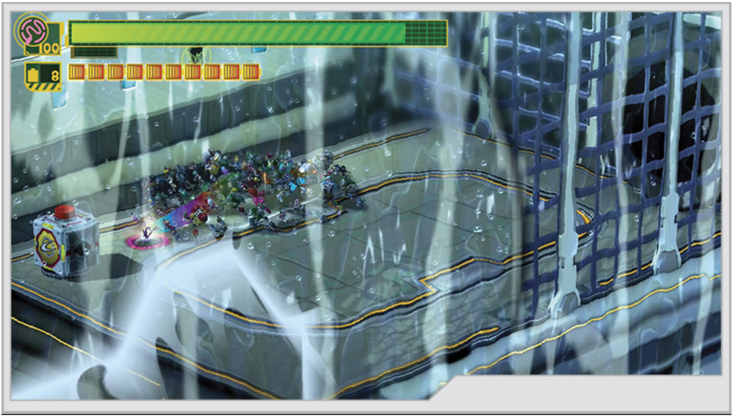


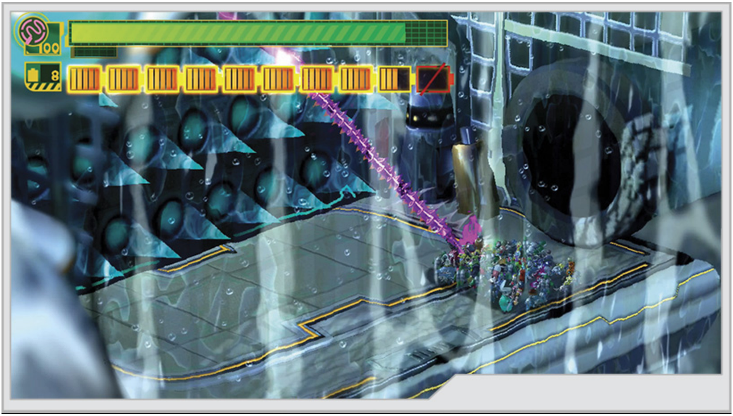
On the harder settings, you fight a Gurry Doora underwater. This can be a bit more frustrating, as it is a much faster opponent. Fortunately, it is alone, and you can do a lot to take away its speed advantage before you really lay into it.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:10	2:30	2:50	3:10	Very easy
Time	2:10	2:30	2:50	3:10	Easy
Time	2:10	2:30	2:50	3:10	Normal
Time	2:10	2:30	2:50	3:10	Hard
Time	2:10	2:30	2:50	3:10	101% Hard
Combo	300	200	100	50	Very easy
Combo	400	300	200	100	Easy
Combo	800	700	600	500	Normal
Combo	3000	2500	2000	1000	Hard
Combo	3500	3000	2000	1000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

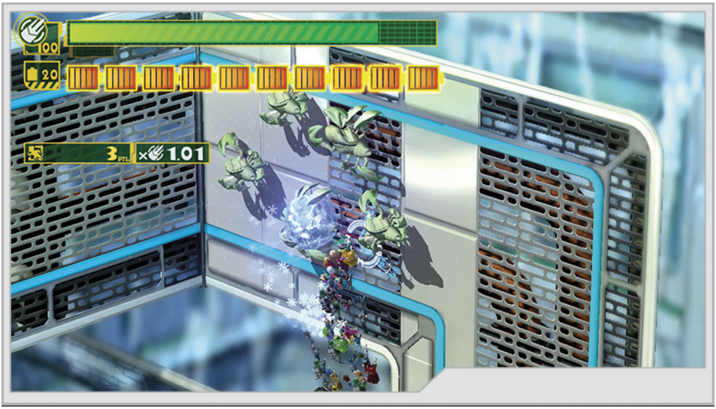


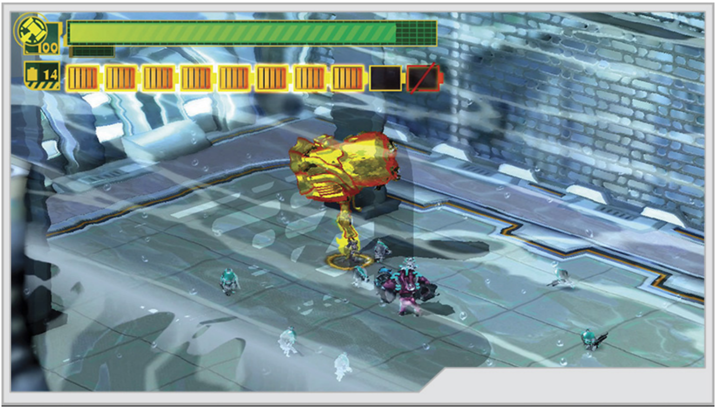
Of the three pipes, two actually lead to important locations, while the left one just takes you back to this pool. Head into the right pipe to be taken to a secret area [13].





Tearing down the barrier in the secret area, you can find Wonder-Mop among a group of civilians and a yellow supply box next to him containing Wonderful Figure No. 43. Additionally, there's an open window you can Wonder-Liner into for extra food supplies. Return to the Mission 9 pool and take the center pipe to continue forward.





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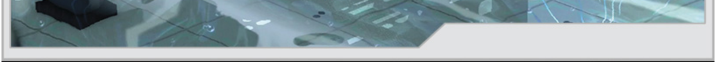


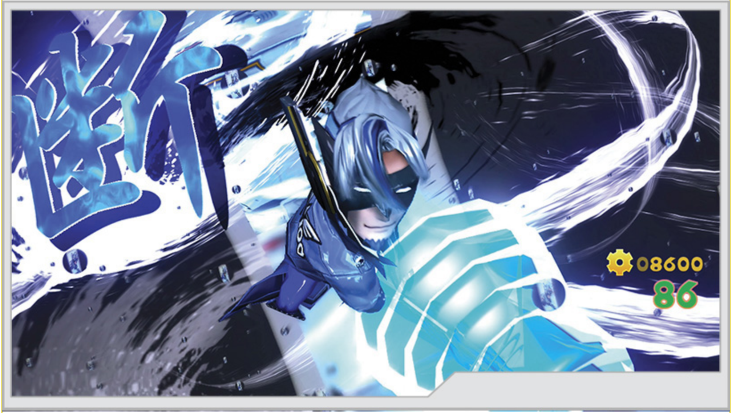
The central pipe takes you to another large pool of water with a climbable wall spanning over it. Should you take to the wall, Mini-Dahkarts will ambush you in an unranked battle, while another unranked battle will start in the water with a group of Dough-Goo led by a Chew Dough-Goo. Consider diving into the water before making your way to the platform across from where you start this section [14]. If you use Unite Hammer on the ground between the two pillars supporting the climbing wall, you'll find Wonderful Figure No. 64. Head to the other side of the pool.

Mission 10

Medal Requirements

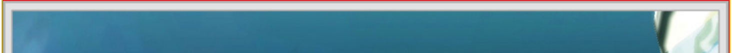
Enemies Present (All Difficulties)

Vijounne

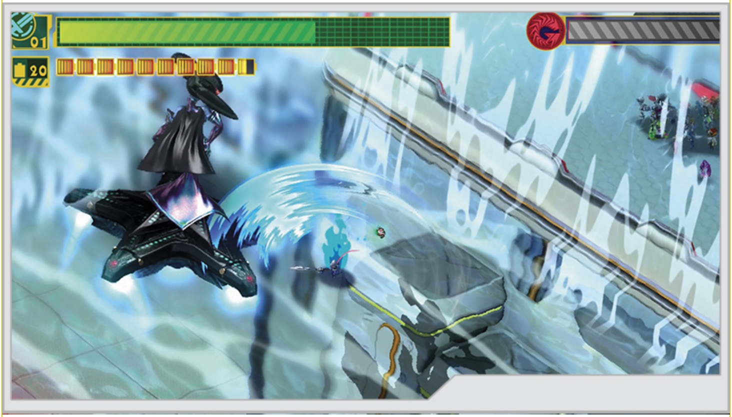


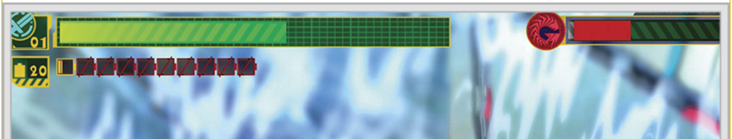
As you try to cross the metal grating bridge away from the pool, a surprise attack drops a massive pillar onto the team, forcing Wonder-Blue to Unite Sword it in half. The source of the ambush makes her presence known, and suddenly things get very, very personal for Blue.

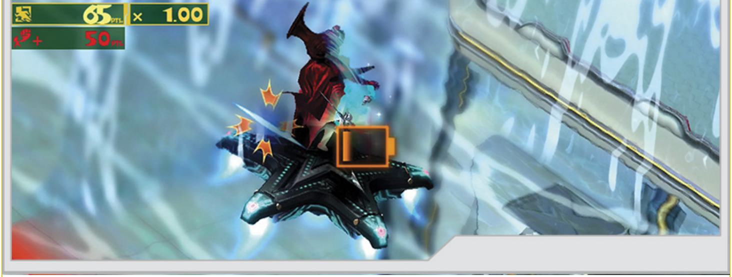
GEATHJERK Encounter: Vijounne



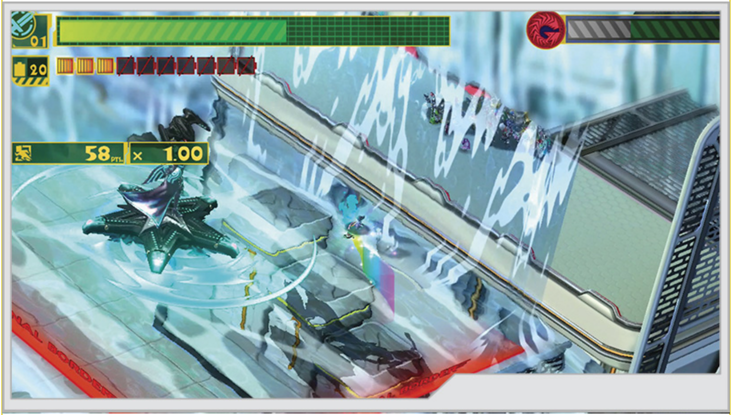
The only woman among the GEATHJERK commanders, Vijounne is obsessed with her concept of beauty and seeks to prove that she stands at the peak of that definition and will destroy anything that doesn't quite match up. She used her considerable powers to disguise herself as a human in the aftermath of Earth Defense War 2, stealing vital secrets of the planet's defenses before escaping. The details surrounding this theft haunt Wonder-Blue to this day.



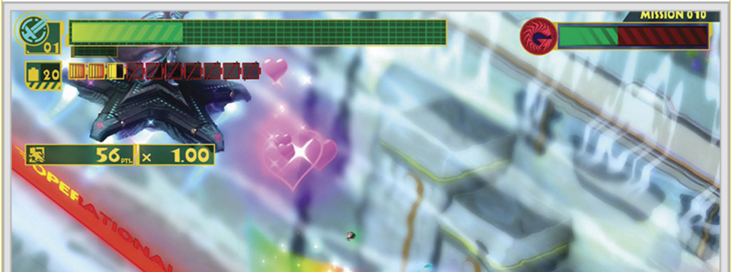




Wonder-Blue isn't thinking straight and vows to cut down Vijounne single-handedly, while the rest of the team watches from the sidelines. Blue has no access to any Unite Morph abilities during this fight and must rely on his Valiantium Blade. Every swing takes a chunk of Unite Gauge, so only strike when you know you're going to hit.



Vijounne doesn't necessarily have a large arsenal of attacks, but what she does have hurts quite a bit. She will hover around the pool, her platform spinning around violently, which hurts on contact.



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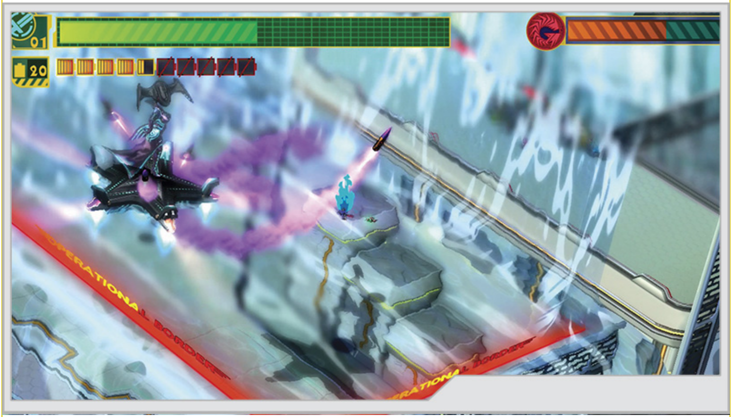
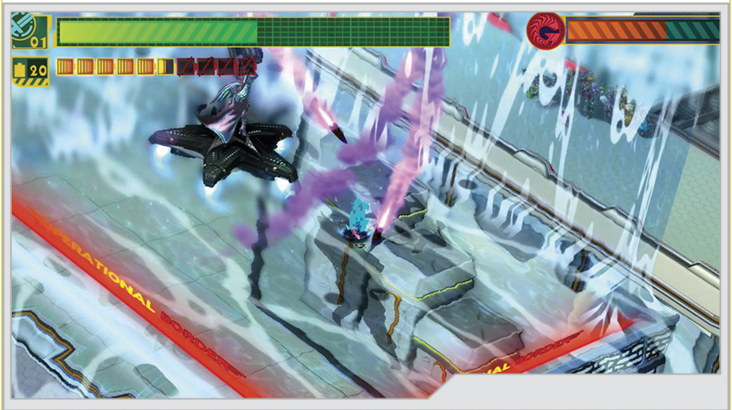
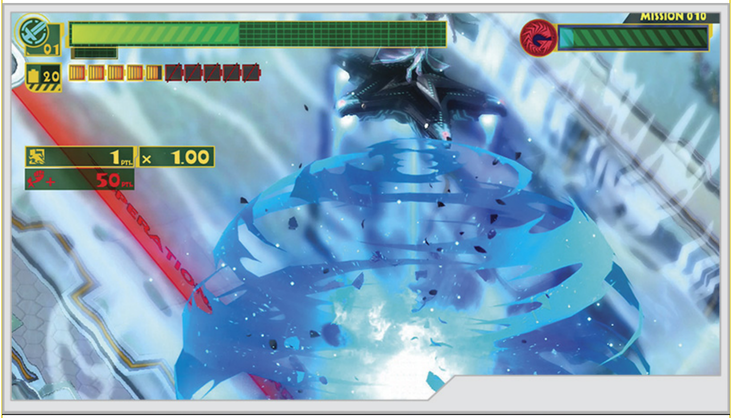
Vijounne will blow a kiss at Blue, creating a heart-shaped projectile that follows him around the area for a short time. If it hits, Blue will be turned into a defenseless puppy. The effect wears off after a short time, but it is something to avoid if you're trying to come under the Platinum time.



While Vijounne typically relies on her spin attack to fight Blue, she is equipped with ballistics and can launch missiles from her platform. These projectiles home in fairly slowly on Blue, but it can be a pain to avoid them and her incessant spinning while trying to mount an offense.





Lastly, as she gets low on health, Vijounne will create a copy of herself, telegraphed by a light show emitting from her platform while she dances. If struck, the copy will explode after a very short delay, harming Blue if he is in range. However, if you manage to hit Vijounne instead of her clone, she is stunned and will take significantly more damage until the stun wears off.

This fight is more or less the same across all difficulties, with the obvious changes to Wonder-Blue and Vijounne's stamina and how hard she can hit. Maintain the pressure, but don't get so greedy that you keep landing on her platform as it spins. Leap in, get in a few slashes, then back off and concentrate on evading until she stops attacking.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:50	2:10	2:30	2:50	Very easy
Time	1:50	2:10	2:30	2:50	Easy
Time	1:40	2:00	2:20	2:40	Normal
Time	3:10	3:30	3:50	4:10	Hard
Time	3:10	3:30	3:50	4:10	101% Hard
Combo	100	80	60	40	Very easy
Combo	120	100	80	60	Easy
Combo	400	300	200	100	Normal
Combo	600	400	200	100	Hard
Combo	800	600	400	200	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal

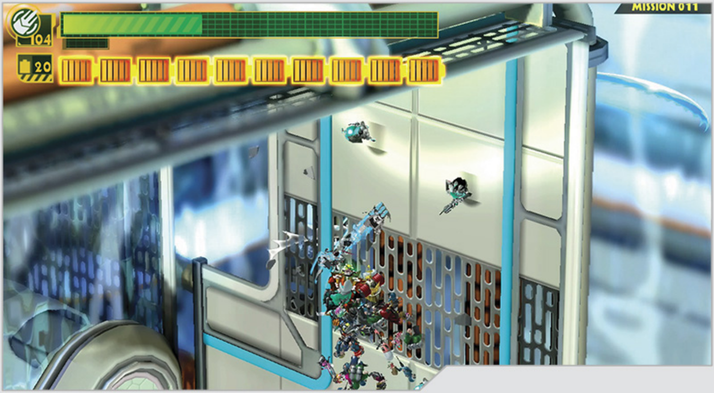
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

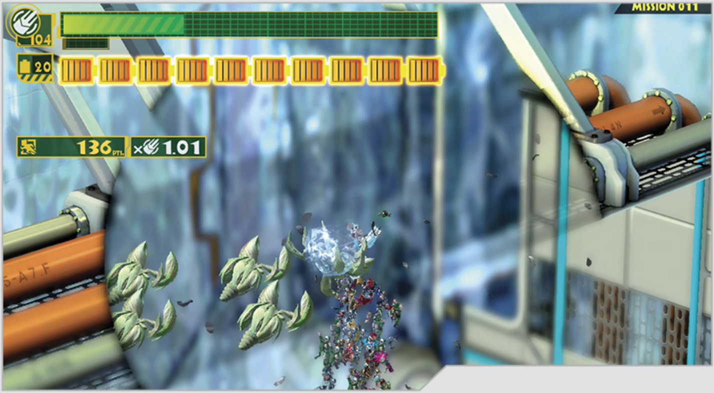
Mission 11

Medal Requirements

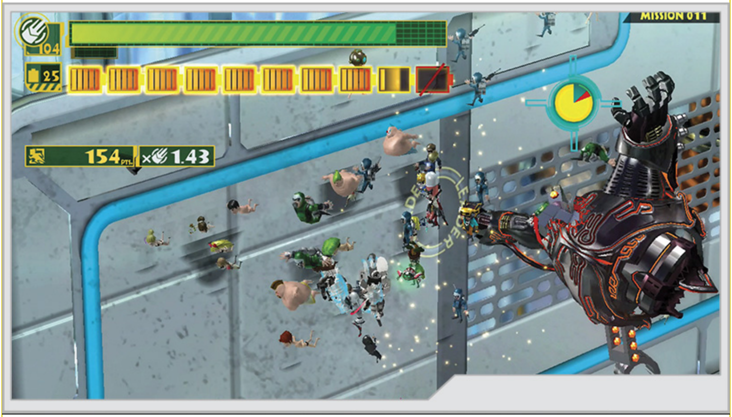
Enemies Present (All Difficulties)

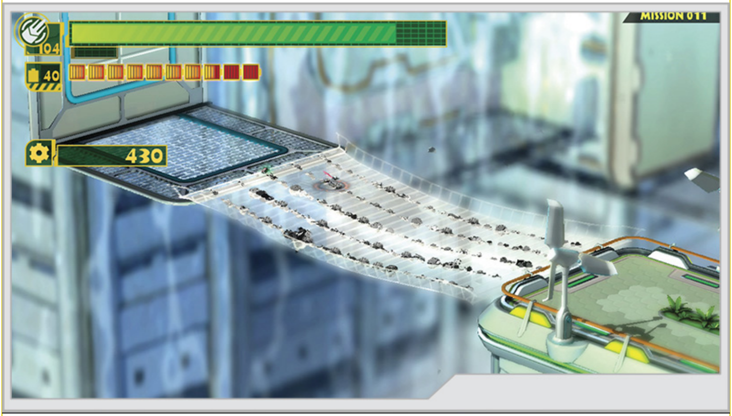
Mini-Dahkarts, Dough-Goo, Diedough-Goo





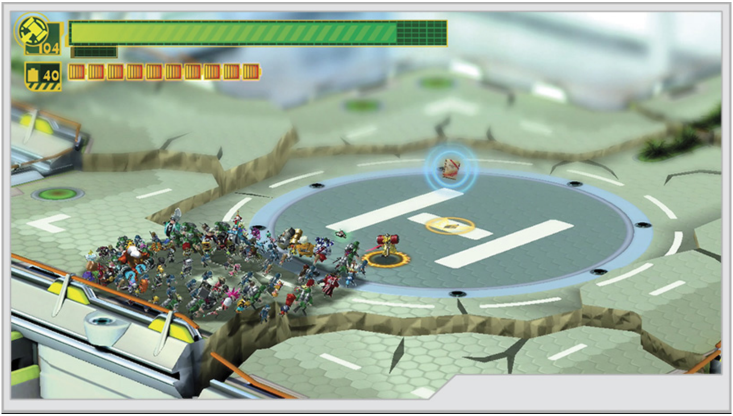
After Vijounne flees, flooding separates Blue from the rest of the team, and you're forced to climb along a series of grates, fighting your way past Dough-Goo and Mini-Dahkarts as they appear on the wall.





A Diedough-Goo appears as you make your way along the wall. This can be tough to fight, as you have to stay clinging to the wall to avoid falling into the chasm below. Consider hit-and-run tactics while you try to stun it with Team Attacks, throwing in Multi Unite Morphs to pile on the damage. Once you get past the Diedough-Goo, you need to bridge across a chasm to reach safety and the end of this mission [15].

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:00	3:20	3:40	4:00	Very easy
Time	3:00	3:20	3:40	4:00	Easy
Time	3:00	3:20	3:40	4:00	Normal
Time	3:00	3:20	3:40	4:00	Hard
Time	3:00	3:20	3:40	4:00	101% Hard
Combo	80	70	60	50	Very easy
Combo	100	90	80	70	Easy
Combo	200	150	100	50	Normal
Combo	300	200	100	50	Hard
Combo	400	300	200	100	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	400	800	1200	Hard
Damage	0	400	800	1200	101% Hard



You arrive at another helipad. If you Wonder-Liner around its center, you can locate Wonderful File No. 11.

Mission 12

Medal Requirements

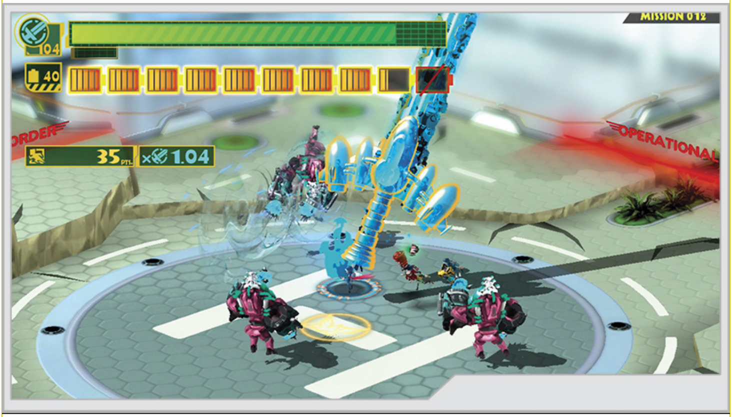
Enemies Present (Very Easy–Normal)

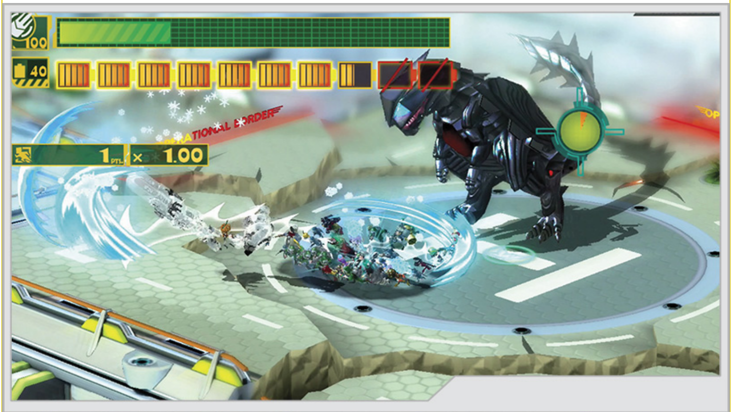
Wave 1: Dough-Goo, Chew Dough-Goo x3

Wave 2: Hah-Gonay

Enemies Present (Hard–101% Hard)

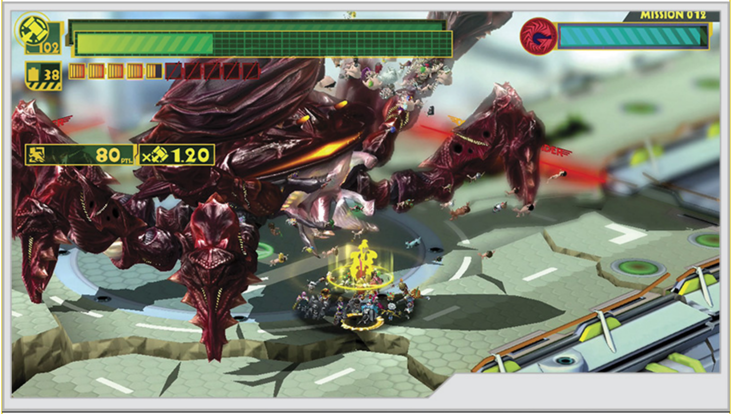
Deah-Kani





The Hah-Gonay arrives after the three Chew Dough-Goo are wiped out. Try to take out the Dough-Goo entirely. The fewer distractions on hand, the better.

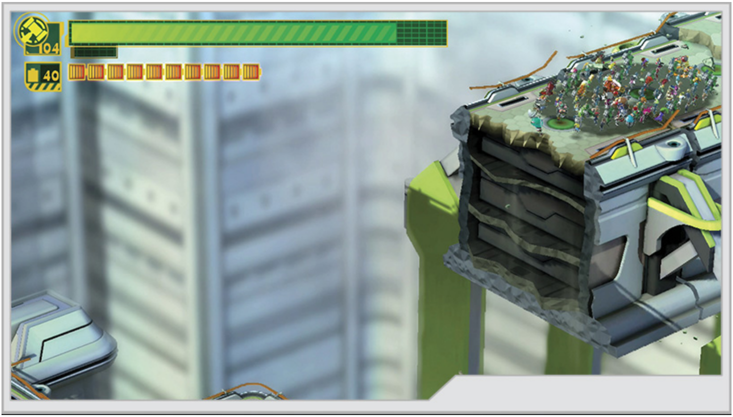
Hard and 101% Hard Mode

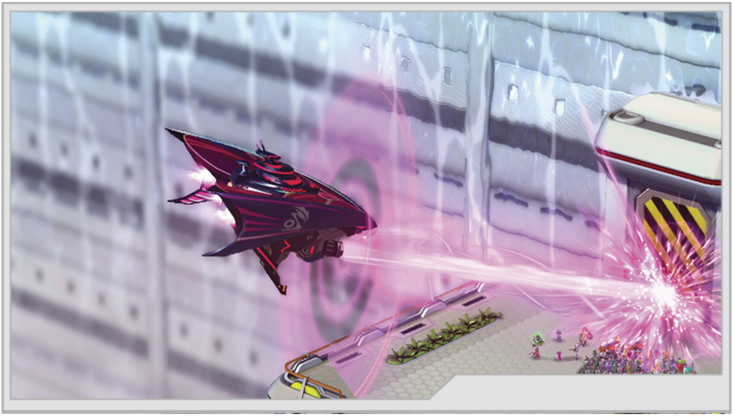


The Deah-Kani exists primarily to slow you down while you try to get it into a state where it can be stunned and you can start striking its weak point. The par time for Platinum rank is quite strict for fighting such an opponent, so hold off on the Unite Bombs until you reveal the weak point.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:30	2:50	3:10	3:30	Very easy
Time	2:30	2:50	3:10	3:30	Easy
Time	2:30	2:50	3:10	3:30	Normal
Time	3:20	3:40	4:00	4:20	Hard
Time	3:20	3:40	4:00	4:20	101% Hard
Combo	1200	1000	800	600	Very easy
Combo	1400	1200	1000	800	Easy
Combo	6000	5000	4000	3000	Normal
Combo	8000	7000	6000	5000	Hard
Combo	10000	9000	8000	7000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy

Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





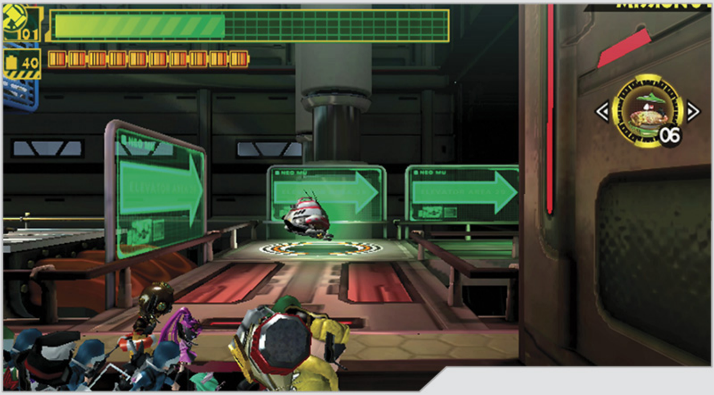
After finishing up Mission 13, cross the bridge leading away from the helipad without hesitation, as it collapses behind you. You eventually reunite with Wonder-Blue, which goes swimmingly. After a mysterious ship opens the way forward for your team, it's time to get moving.

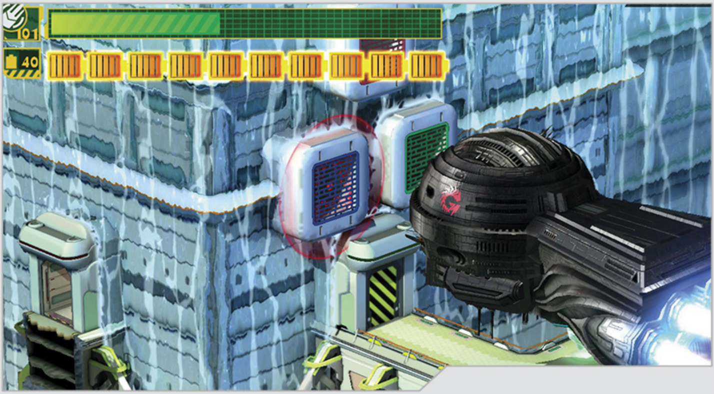
Mission 13

Medal Requirements

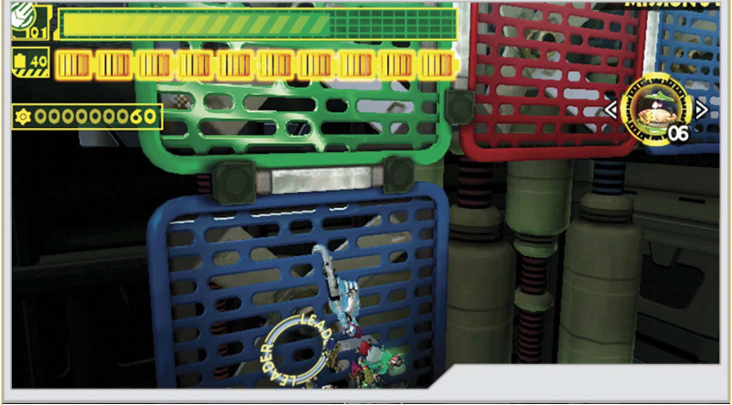
Enemies Present (All Difficulties)

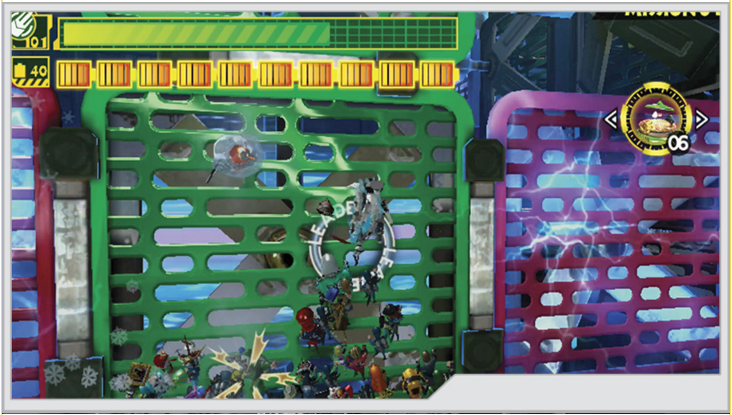
Dough-Goo, Cough-Foon



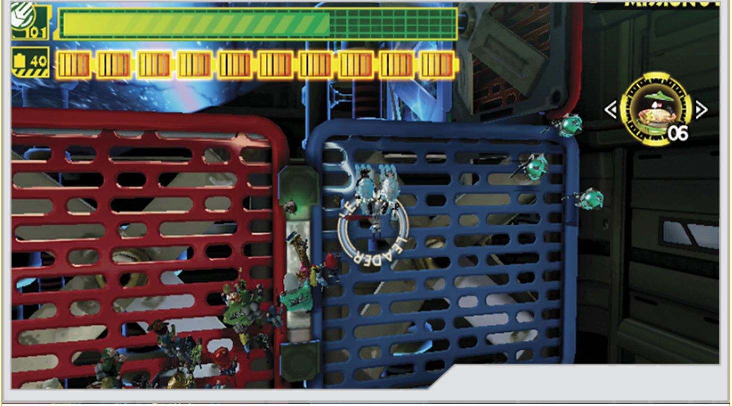


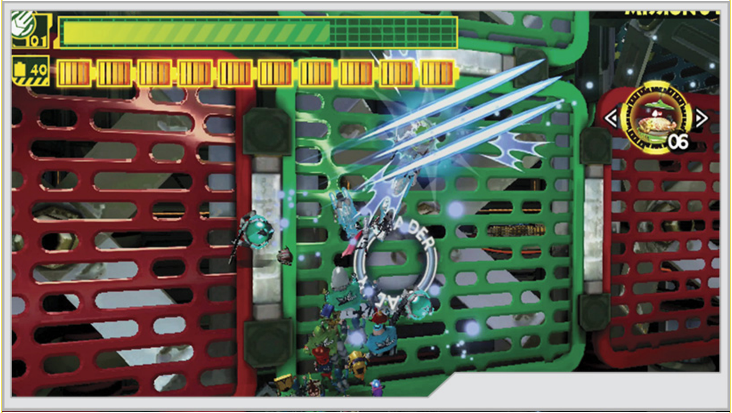
The action switches to the GamePad when you enter the next building, starting an interesting mission. On your television, you'll see the outside of the structure and a Cough-Foon blasting at one of three gratings, colored red, green, and blue, alternating at random. The way you came is sealed away as more of the external structure collapses, and the way forward is sealed tight.



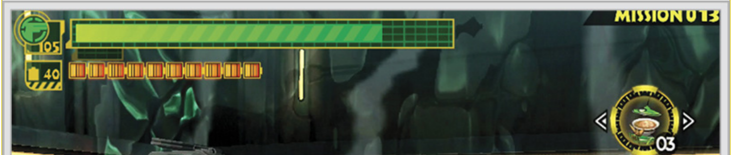


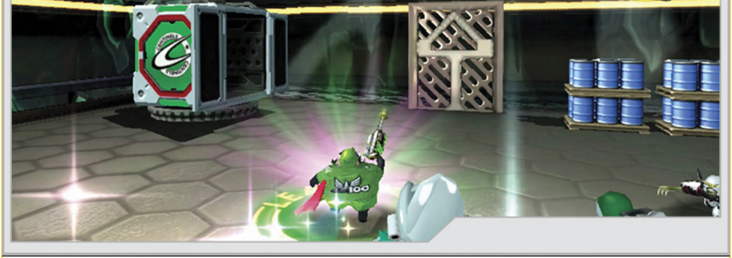
Left of the sealed door is a path of grating that you must climb to eventually reach a switch that will open the way back outside. The panels of this climbing route are color coded just like those that the Cough-Foon is shooting at outside. Whichever color the Cough-Foon is shooting, that panel on the inside of the structure is electrified and will hurt you. You don't have a lot of time once the Cough-Foon is in position to shoot, so climb fast and don't hesitate for long, if at all.

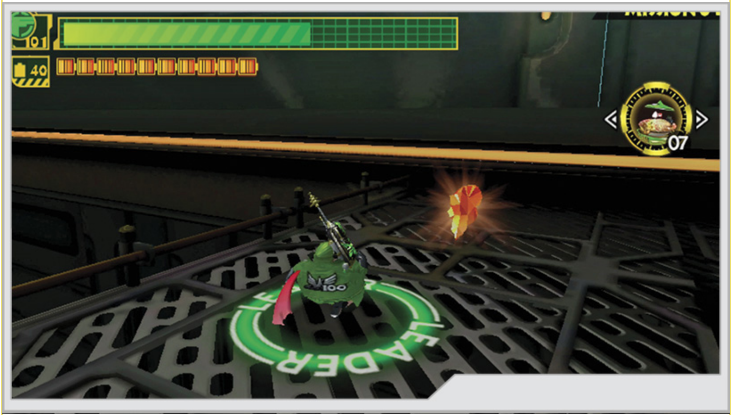




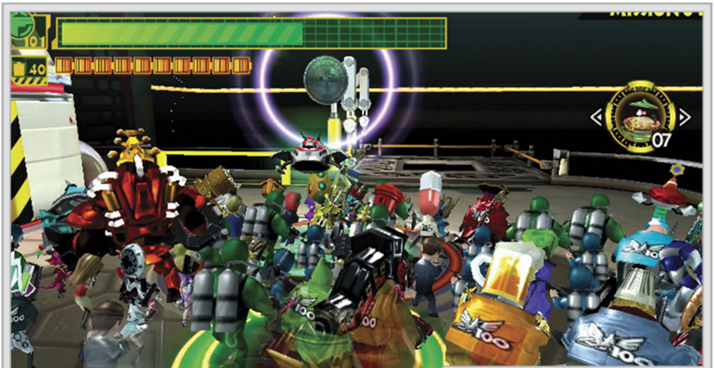
Throughout your climb, Dough-Goo will spawn on the grating to try and stop you. Do your best to destroy them all; you still need to score combo points for a Pure Platinum attempt.

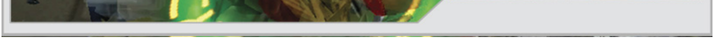


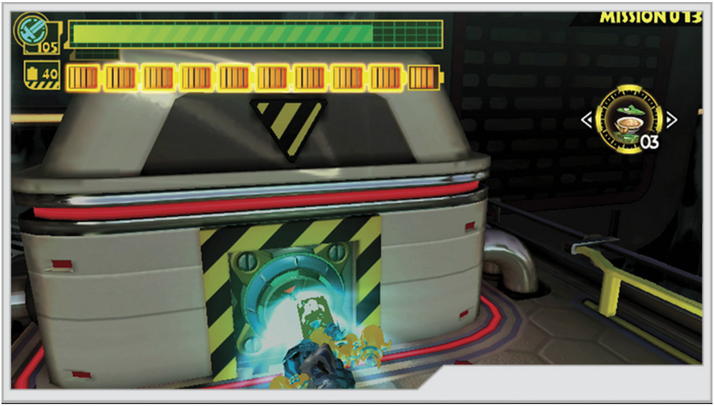


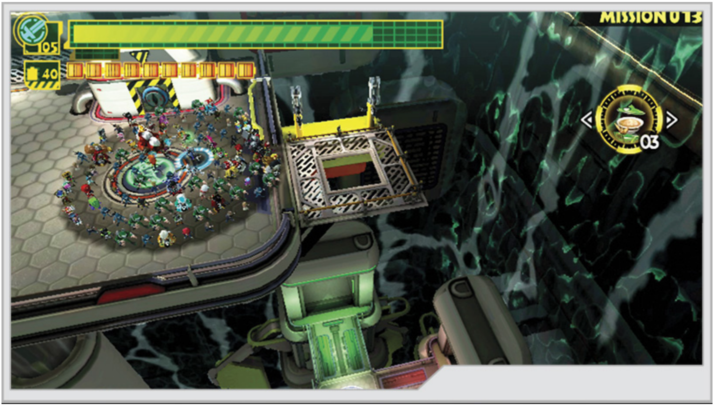


Eventually you reach a large balcony with a green supply box on it. Next to it is a small piece of railing with an arrow pointed upward [15]. The box only contains food, but if you draw a Wonder-Liner up that piece of railing, it will eventually reach another ledge that you can climb up to and retrieve a Hero Heart Fragment. You will need 100 team members to make the ladder that will take you to this item.







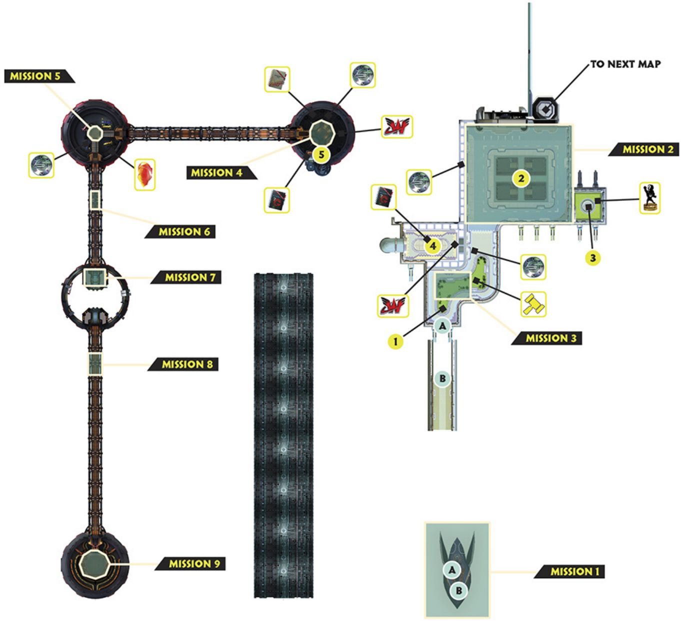


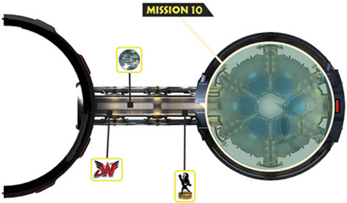
Back on the lower balcony with the box, there are two circular markings on the floor. The one closest to the door switch [16] can be wrapped in a Wonder-Liner to reveal the last Platinum Coin. Now use Unite Sword on the switch near this coin, and drop through the nearby access hatch back to the beginning section. Mission complete!

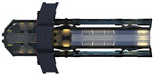
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:00	5:20	5:40	6:00	Very easy
Time	5:00	5:20	5:40	6:00	Easy
Time	3:00	3:20	3:40	4:00	Normal
Time	3:00	3:20	3:40	4:00	Hard
Time	3:00	3:20	3:40	4:00	101% Hard
Combo	100	80	60	40	Very easy
Combo	100	80	60	40	Easy
Combo	100	80	60	40	Normal
Combo	100	80	60	40	Hard
Combo	100	80	60	40	101% Hard
Damage	0	100	200	300	Very easy
Damage	0	100	200	300	Easy
Damage	0	100	200	300	Normal
Damage	0	100	200	300	Hard
Damage	0	100	200	300	101% Hard

This is the last part of Operation 004-A! Go through the newly opened door with Unite Sword ready to reflect the Cough-Foon's laser. With that out of the way, continue onward to the Wonderful Mart!

Operation 004-B







- PLATINUM COINS
- GEATHJERK FILES
- WONDERFUL FILES
- WONDERFUL FIGURES
- UNLOCKABLE HEROES
- HAMMER SPOTS
- HERO HEART FRAGMENTS
- 3 WAYPOINTS

Collect the pile of batteries just behind the Wonderful Mart as the Operation begins. Not more than a dozen steps past them, a black ship swoops overhead and makes a beeline for your team. Intercept with Unite Claw!

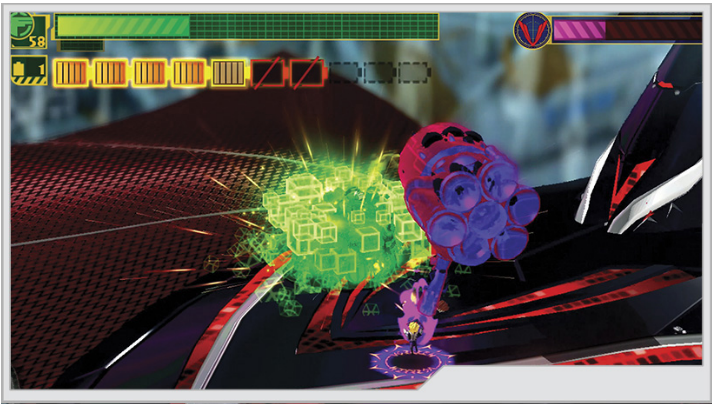
Vorkken's back. Be prepared or be afraid.

Mission 1

Medal Requirements

Enemies Present (All Difficulties)

Vorkken, Chewgi

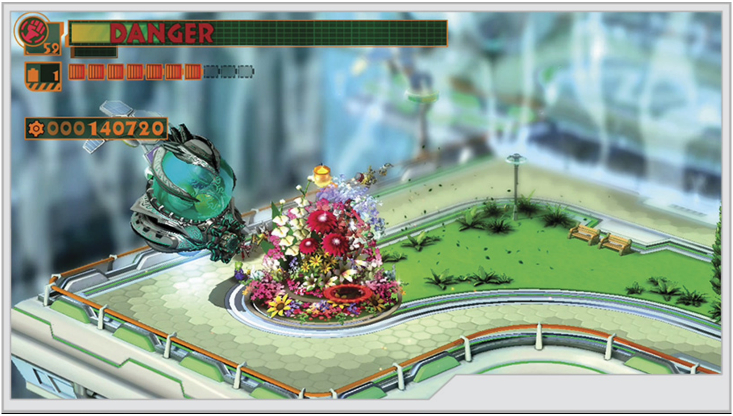


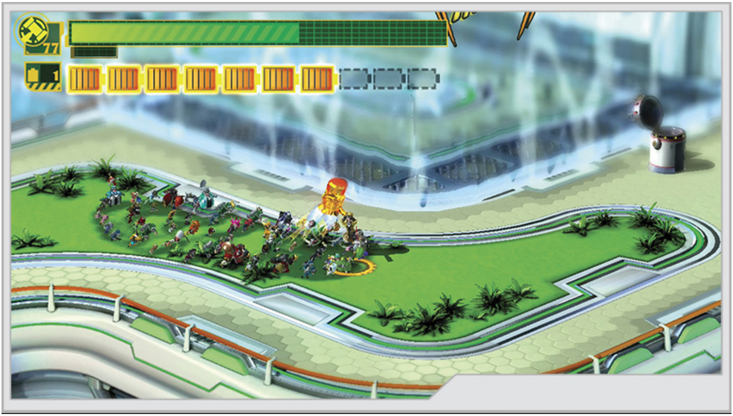
Similar to the previous duel, Vorkken shares much of his arsenal with yours. He is notably more aggressive with Unite Hammer, chaining Stingers into full-powered overhead swings that have incredible range through their shock waves. He's also more proactive at using the Unify Boomerang, which can be bad if you've allowed yourself to get cornered.

If you've been following the guide, you should have over 50 heroes in your starting party, which means you can defend against many of Vorkken's Unite Morphs with Unite Guts. However, pay very close attention to whether or not he's used his entire team for a morph! First-playthrough teams can't repel any of Vorkken's full power moves, and players on higher difficulties will still be hard pressed to fight him toe to toe.

By this point, you should definitely have a good stable of Custom Blocks to enhance the team with. We recommend Unite Charge, Hero Counter, and Hero Time. Unite Charge is one of the better abilities in the game, allowing you to power up any of your offensive Unite Morphs without having to draw a large shape for roughly the same level of Unite Gauge consumption. Hero Counter works in sync with Hero Time, as you can dodge from an attack to set up slow-mo, then rush back in and Hero Counter another for some extra damage. Hero Sense is workable but can drain your Unite Gauge incredibly fast in the wrong circumstances, leaving you poorly prepared to take advantage of any openings Vorkken exposes. You can counter Unite Gauge drain with Team Attacks to stun Vorkken's men.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	6:00	7:00	8:00	9:00	Very easy
Time	7:00	8:00	9:00	10:00	Easy
Time	8:00	9:00	10:00	11:00	Normal
Time	13:00	14:00	15:00	16:00	Hard
Time	14:00	15:00	16:00	17:00	101% Hard
Combo	5000	4000	3000	2000	Very easy
Combo	10000	8000	6000	4000	Easy
Combo	20000	15000	10000	5000	Normal
Combo	25000	20000	10000	5000	Hard
Combo	30000	20000	10000	5000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

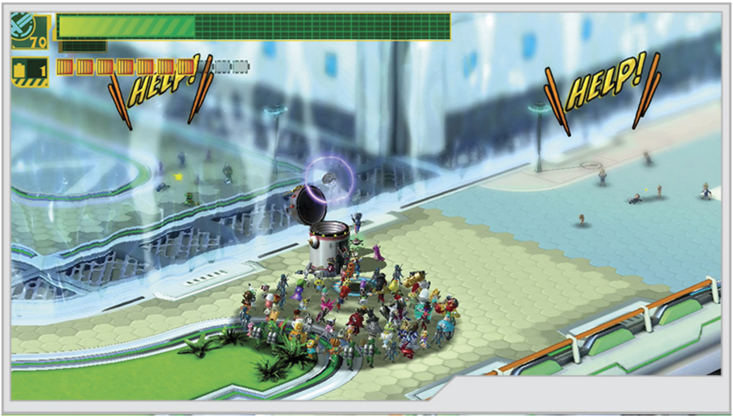




[1] After fighting Vorkken to a standstill, you end up on another platform farther into Neo Mu, next to a large flower bed and a Gatcha filled with civilians. You will see another group of civilians behind a waterfall, but you can't reach them just yet. There is also a spot on the grass that you can hammer for more food.

Note

Remember that you'll be coming back here for a portal to Kahkoo-regah in short order!



A Wonderful Toilet near the waterfall barrier contains the first Platinum Coin. Afterward, head toward the elevator leading deeper into Neo Mu for some drama with Luka [2].

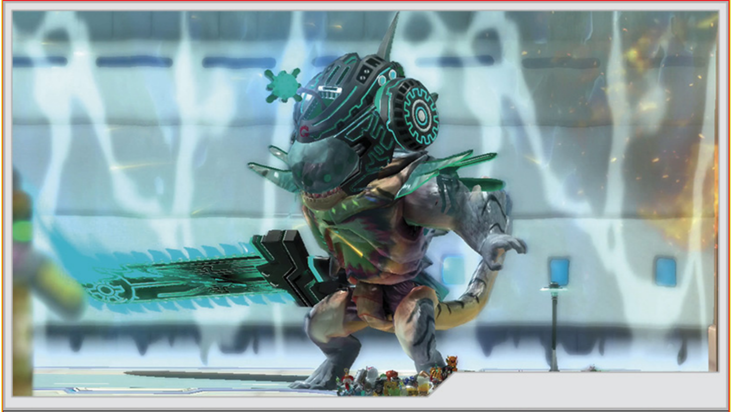
Mission 2

Medal Requirements

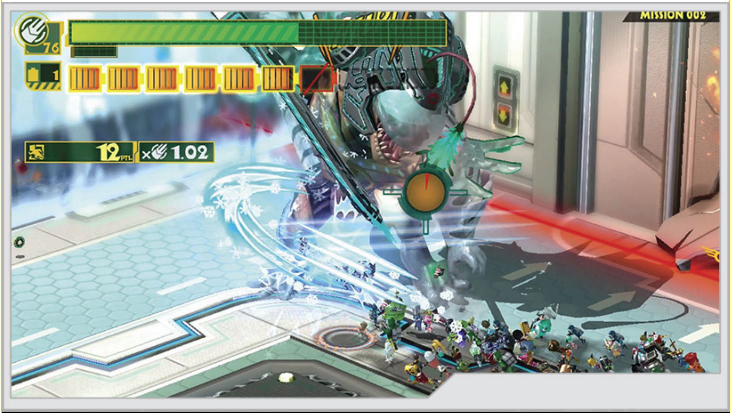
Enemies Present (All Difficulties)

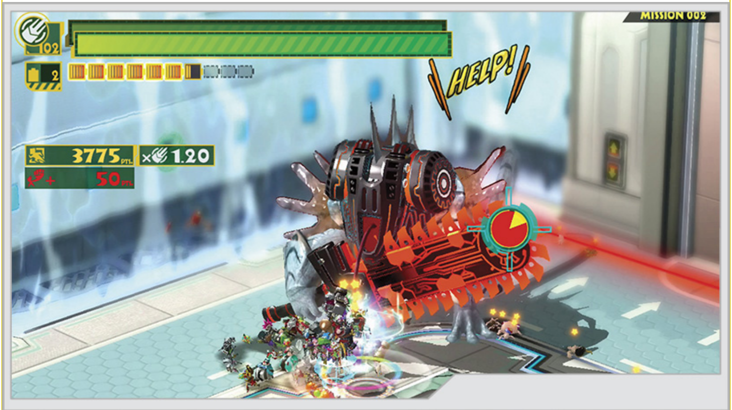
Ankho

GEATHJERK Encounter: Ankho



The massive Ankhos are among the GEATHJERK elite in frontline combat. Far larger than most Gaia Defense Army land vehicles, and armed with a serrated plasma saw, these space beasts are very nearly the equal of Officer Sixth-Class Laambo. Having a strong preference to watery environments, the Ankho make perfect shock troops to send to the sinking Neo Mu.

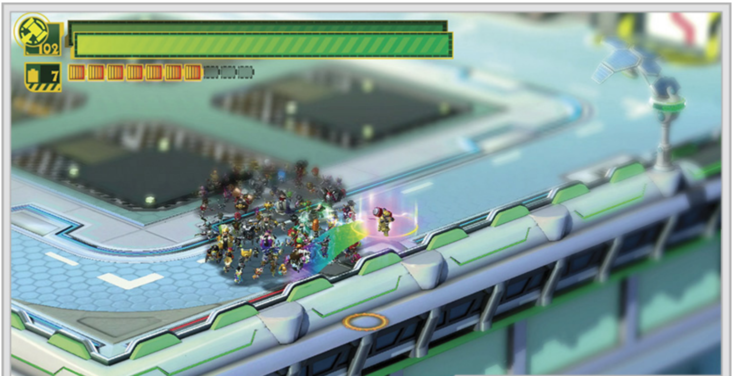


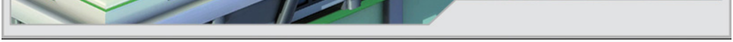


For players on their first run, it has been a long time since they fought Laambo. Fighting an Ankho is practically the same. They share the same moves with Laambo and even have the same tells and weaknesses to exploit. That does not make Ankhos less threatening; they still hit like freight trains and have amazing reach with their weapons.

Unfortunately for this Ankho, it's all alone, and you have Wonder-White on your team. Unite Claw can keep an Ankho almost permanently occupied trying to block the rapid flurry of strikes while other Multi Unite Morphs strike from the flanks. Players on harder difficulties can really abuse the Ankho with Unite Bomb.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:10	2:30	Very easy
Time	1:30	1:50	2:10	2:30	Easy
Time	1:00	1:20	1:40	2:00	Normal
Time	1:30	1:50	2:10	2:30	Hard
Time	1:30	1:50	2:10	2:30	101% Hard
Combo	1500	1200	900	600	Very easy
Combo	1800	1500	1200	900	Easy
Combo	3500	3000	2000	1000	Normal
Combo	3500	3000	2000	1000	Hard
Combo	3500	3000	2000	1000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

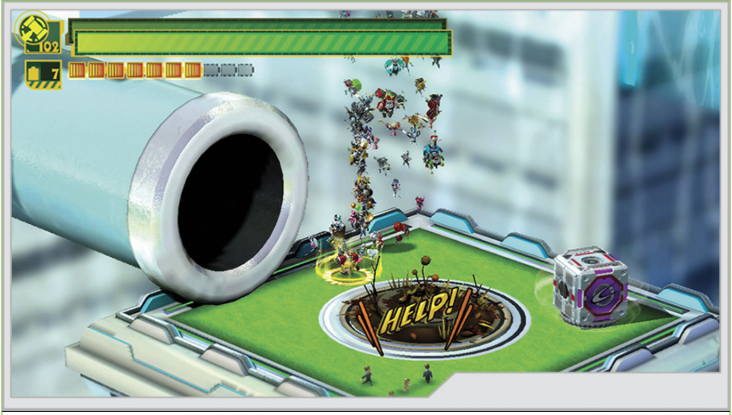




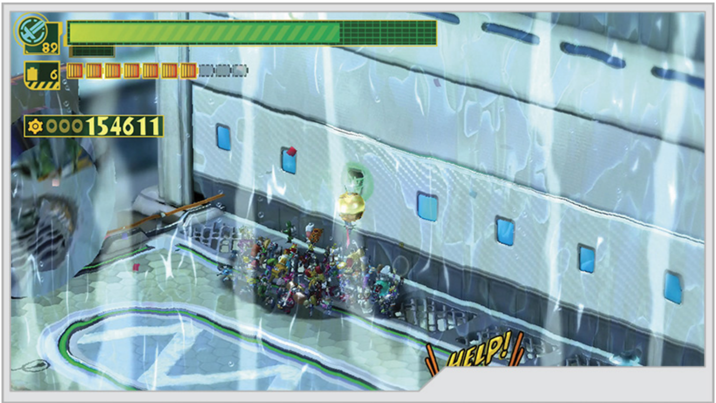
After you defeat the Ankho, don't pry open the doors to take the elevator just yet; otherwise you'll miss everything else this section has to offer! Instead, jump off the right side of the arena you fought in to reach a hidden side area [3]. There's a flower bed to rejuvenate, as well as a pipe leading back to the area blocked off by the waterfall.

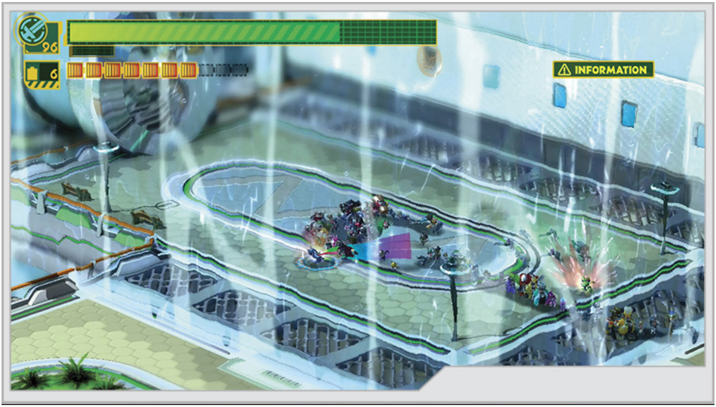
Tip

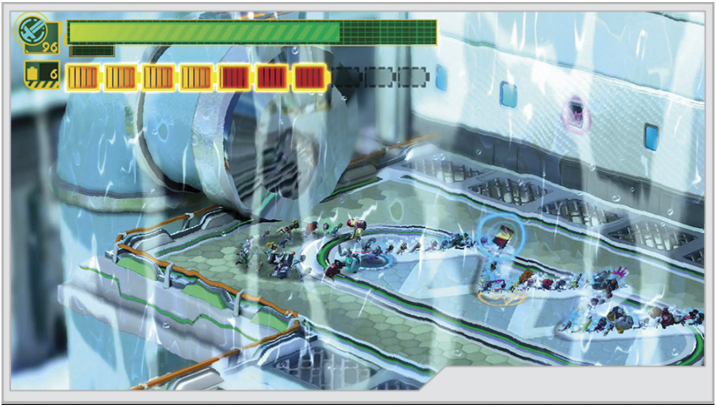
You'll Be Back (with Wonder-Black)



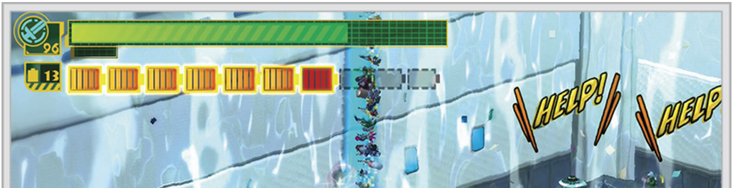
A black supply box appears on this hidden ledge when you return with Wonder-Black. It contains Wonderful Figure No. 32.

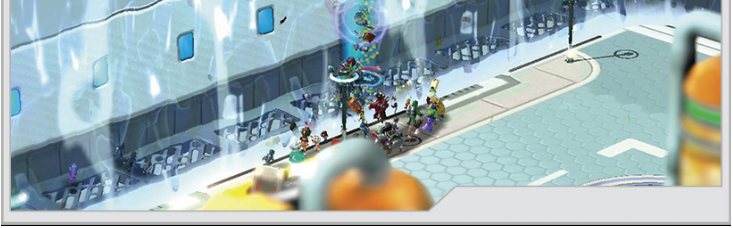


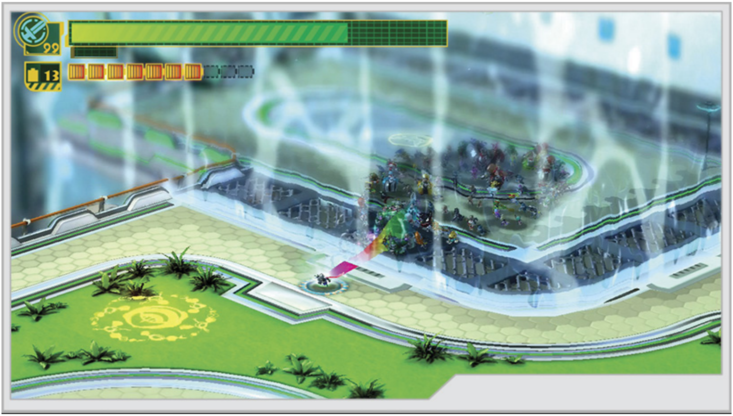




[4] Now on the other side of the waterfall, you've got some work to do. You can locate some food in an open window near where the pipe deposits you. You can trace the zigzag on the ground with the Wonder-Liner for GEATHJERK File No. 48, and you can also locate the heroine Wonder-Vegetable among some civilians in the area!







Now follow the grating behind the waterfall, heading toward the elevator, and stay on it. You find a window above some Wonderful Batteries that you can Wonder-Liner into for a Platinum Coin. Rescue the nearby hostages, then exit the waterfall next to the burning passageway and make your way back toward this area's start point [1] to find the Kahkoo-regah portal.

Secret Mission 3
Medal Requirements
Enemies Present (Normal)
Kuzzler
Enemies Present (Hard–101% Hard)

Kuzzler, Hoedown x2

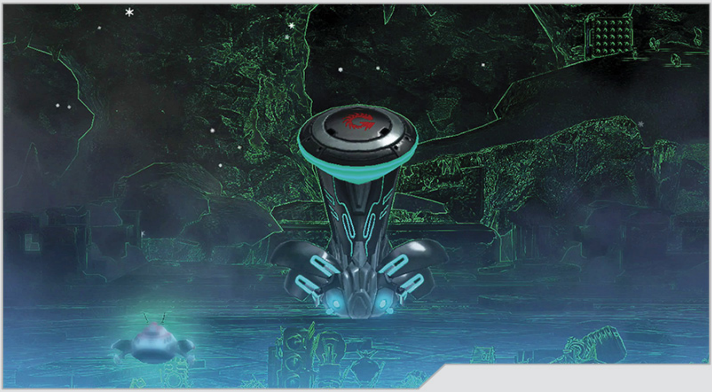
Rewards for Completion

Normal Mode: Figure No. 55 Wonder-Prince

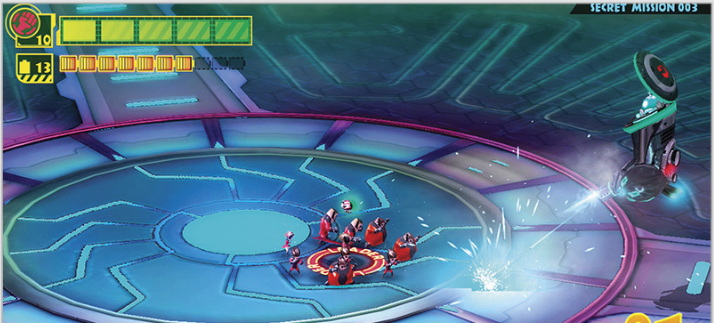
Hard Mode: Figure No. 34 Wonder-Shopping

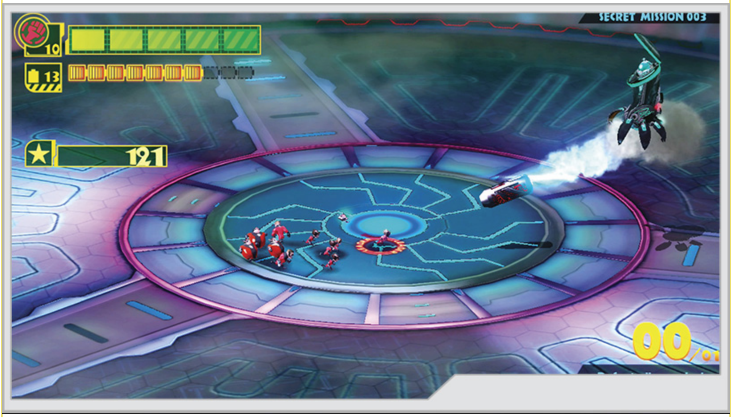
101% Mode: Figure No. 110 Wonder-Future

GEATHJERK Encounter: Kuzzler



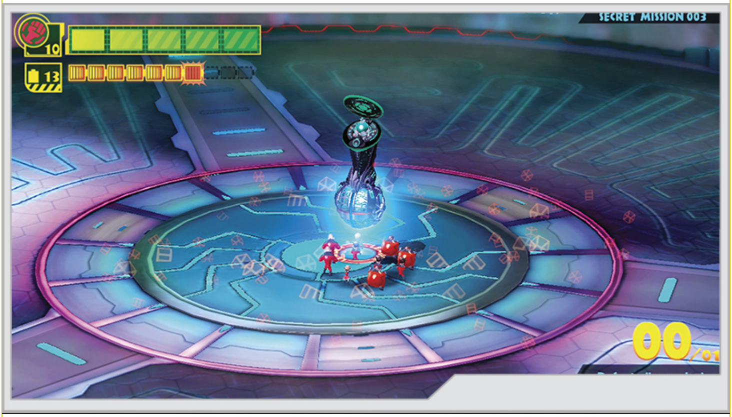
A heavily modified version of the command pod once used by Wanna of the GEATHJERK, the Kuzzler is armed with a light autocannon that can punch through even the thickest defenses a Wonderful One can muster. It also has a seemingly infinite supply of high-explosive charges and missiles. More worrying is the Kuzzler's mobile anti-Unite field, which prevents the Wonderful 100 from using their best abilities.

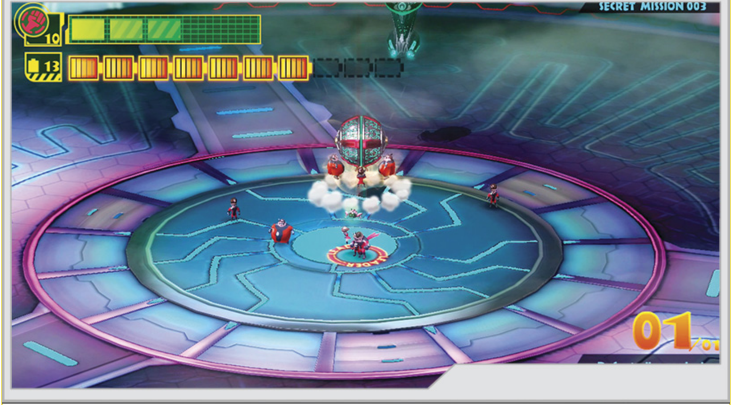




You haven't officially met the Kuzzler in game yet, but now's as good a time as any to discuss it. A Kuzzler alone is very annoying, but not a critical existential threat. The other major problem is that you can only use a single Unite Morph for this mission!

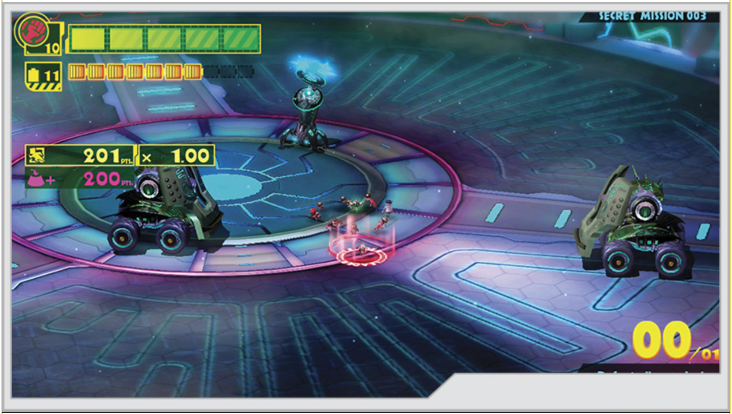
Evade its machine gun by dashing away, and reflect its spherical explosives and missiles with Unite Guts to cause heavy damage. For its sphere bombs, it will try to plant them directly on your head. The missiles tend to be fired from afar and have very good homing ability.

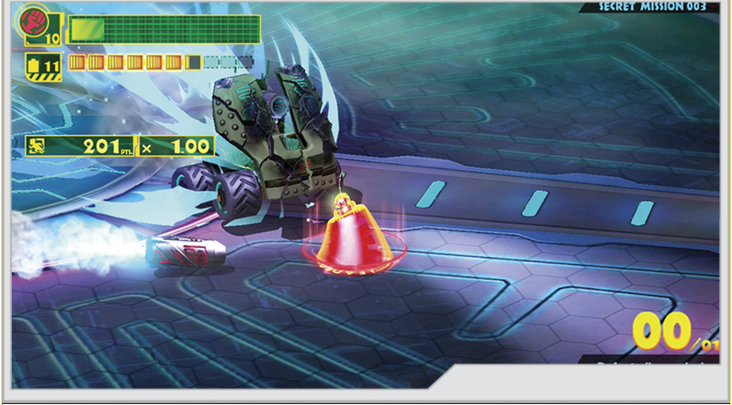




While it has its anti-Unite field (AUF) deployed, you can't use your defensive or offensive morphs, but the Kuzzler can't fight back directly either. In these situations, Team Attack the Kuzzler until it is stunned, which will shut down the AUF and drop it to the ground. You can then pick it up with a Wonder-Circle and toss it into the ground for good damage. You can also do the same to any of the bombs it tries to plant on top of you. If you get out of its way, you have a few seconds to retrieve it and throw it back.

Hard and 101% Hard Mode



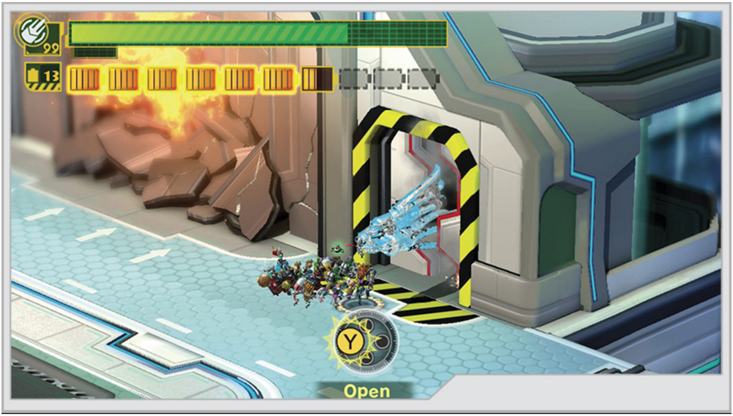


Hard and 101% Hard add a pair of Hoedowns to the mix. Combined with the Kuzzler's propensity to shut down your morphs with the AUF, this fight can go in an embarrassing direction very quickly. Focus on reflecting cannon shots from the Hoedowns until their shields are destroyed, but be ready to move if the Kuzzler deploys the AUF.

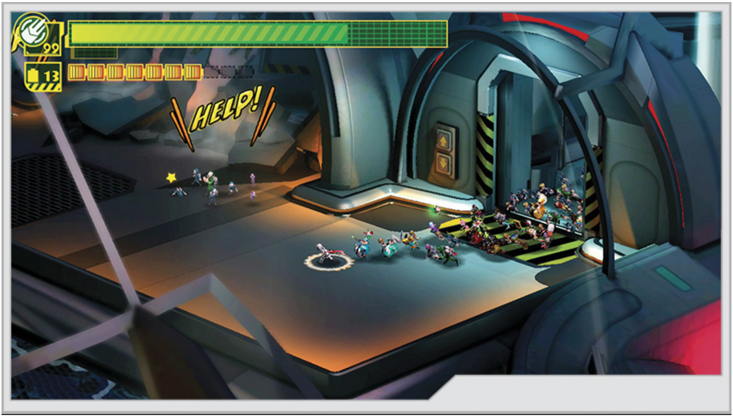
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:10	5:30	5:50	6:10	Normal
Time	4:00	4:30	5:00	5:30	Hard
Time	4:00	4:30	5:00	5:30	101% Hard
Combo	100	80	60	40	Normal
Combo	2500	2000	1500	1000	Hard
Combo	2500	2000	1500	1000	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard

Caution

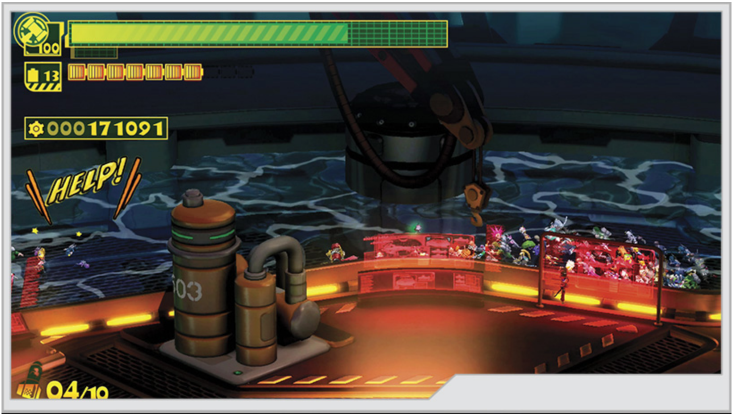
Both versions only give you ten heroes to work with. This is a real problem because if even one is knocked out, you can't Unite Guts to defend yourself until your fallen ally recovers.



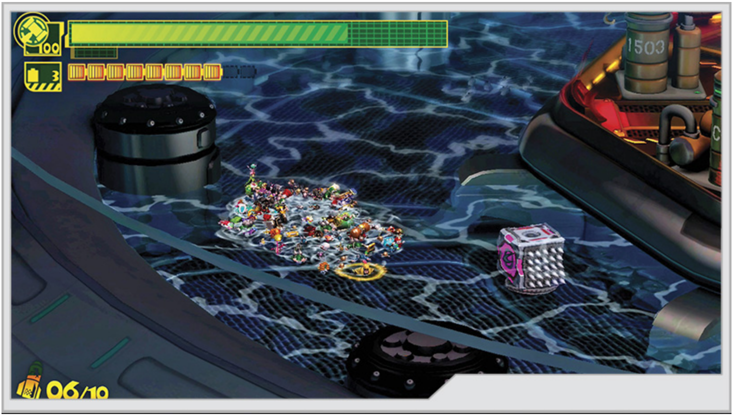
Now that you've found everything possible outside, follow Luka into the elevator.



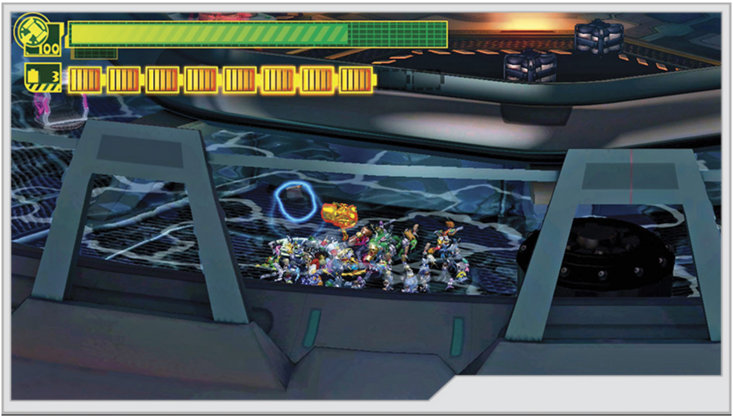
Inside the depths of Neo Mu, you'll encounter several civilians on the walkways. When you reach this bridge [5] before a large central plaza, jump into the water surrounding it to begin a sweep for some items and new recruits.



Wonder-Padlock is among a group of divers on the north side of the room.



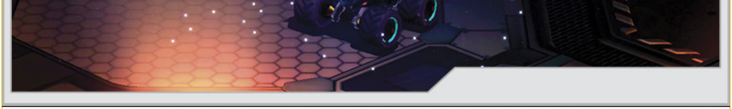
A Platinum Coin is inside a pink supply box under the water to the left of the central plaza.



A little farther south from the supply box, you can hammer the center of the grating to recover Wonderful File No. 10. Now head to the center of this room to begin Mission 4.

Mission 4
Medal Requirements
Enemies Present (Very Easy–Normal)
Wave 1: Raydown x2
Wave 2: Megang x2
Enemies Present (Hard–101% Hard)
Wave 1: Doora x 2
Wave 2: Megang x 2

MISSION 004
Emergency
00
3
000171211
RATIONAL BORDER

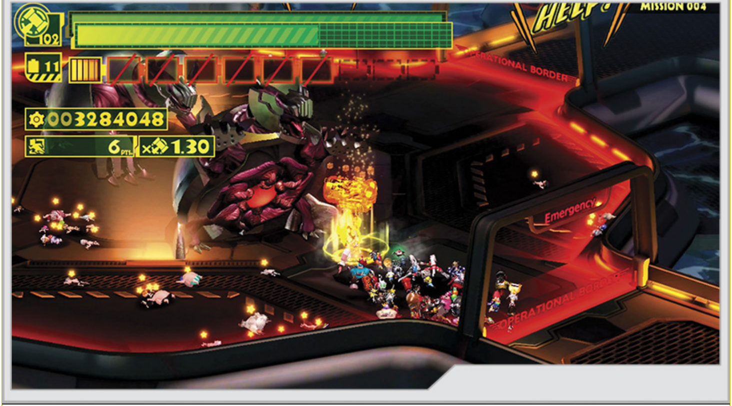


00
3
000175703
967 PTS.
×1.28
MISSION 004
Emergency
OPERATIONAL BORDE

Not a particularly threatening first wave, there's plenty of room to work with when dealing with the Raydowns. The Megang are slightly tougher to fight due to their spacing, as they can support each other well with the vast majority of their arsenal.

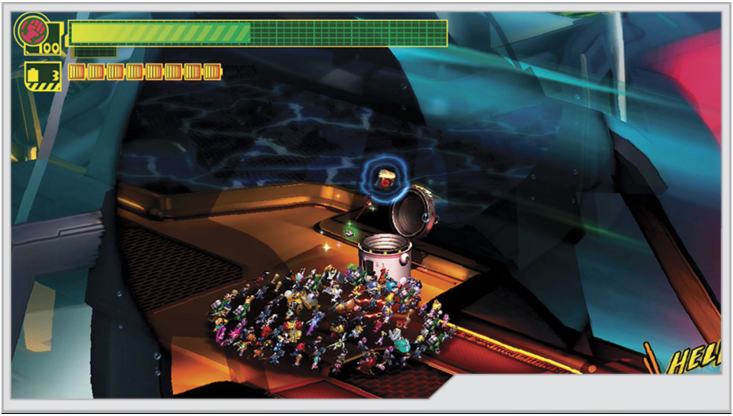
Hard and 101% Hard Mode

02
11
101 PTS.
×1.18
MISSION 004
503
LEADER

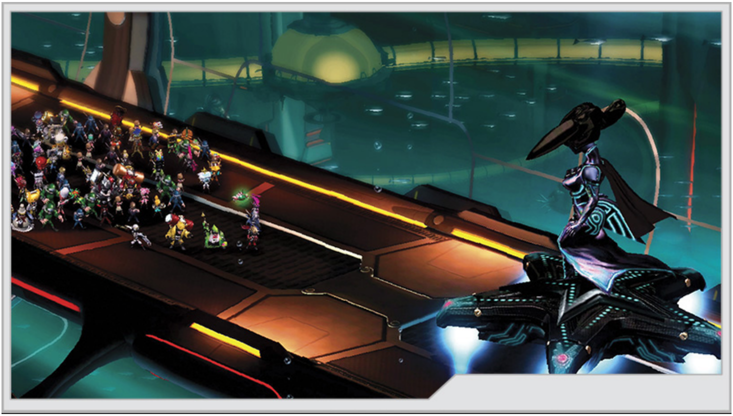


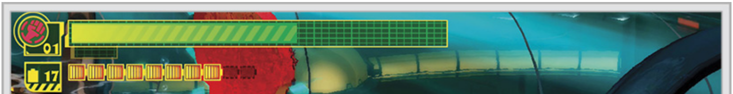
Two standard Dooras replace the Raydowns from Normal and below, and because there is so much space to work with, they can easily slip out of range of a large Unite Bomb. Focus on one at a time if possible, and take advantage of the arena space to try and isolate the Dooras from each other. You can handle the Megang afterward as you did on the lower settings.

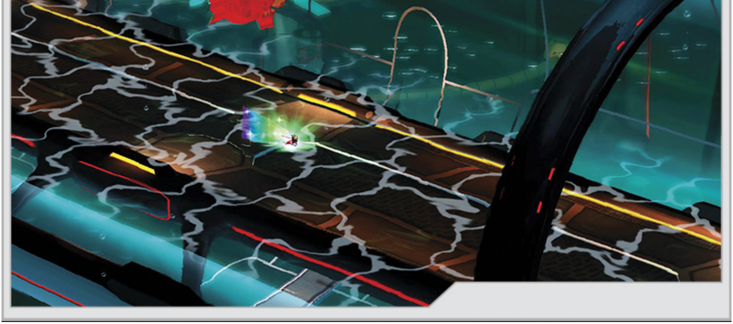
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:30	2:50	3:10	3:30	Very easy
Time	2:30	2:50	3:10	3:30	Easy
Time	5:30	5:50	6:10	6:30	Normal
Time	5:30	5:50	6:10	6:30	Hard
Time	5:30	5:50	6:10	6:30	101% Hard
Combo	1200	900	600	300	Very easy
Combo	1500	1200	900	600	Easy
Combo	4000	3000	2000	1000	Normal
Combo	5000	4000	3000	2000	Hard
Combo	6000	5000	4000	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



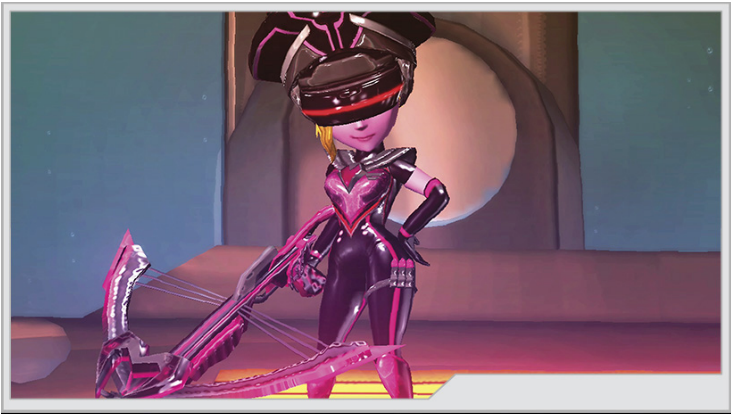
As you leave the aftermath of Mission 4 in your wake, check out the Wonderful Toilet as you move on. GEATHJERK File No. 18 is inside.







Travel down the corridor is interrupted by Vijounne, whose taunting causes Blue to split off from the group once again. To stymie your pursuit, Vijounne destroys part of the glass on the walls, threatening to flood this section of Neo Mu. The rest of the team is forced to Unite Build into a plug for glass while Wonder-Red continues on, alone.



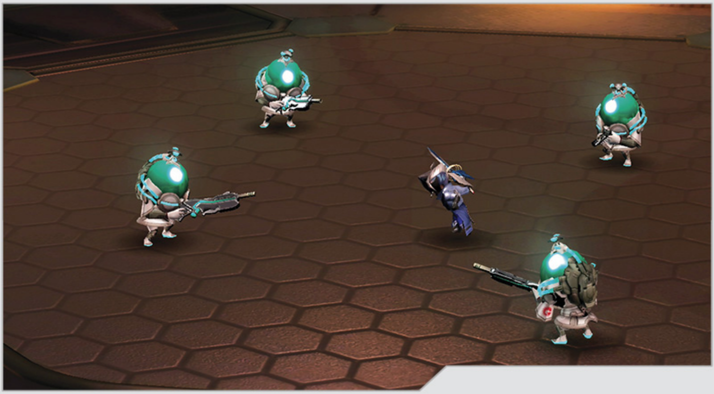
Well, mostly alone. Immorta, Galactic Federation Police officer, saves Red's bacon from an imminent ambush before genially reminding him that the Wonderful 100 are outmatched by Prince Vorkken's powers. Thanks for the vote of confidence, mysterious lady! Keep running down the corridor, picking up as many Wonderful Batteries as you can.

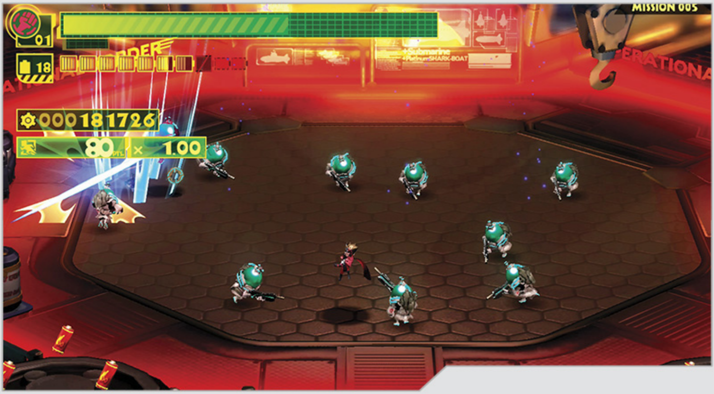
Mission 5

Medal Requirements

Enemies Present (All Difficulties)

Dough-Goo





You eventually run across Wonder-Blue taking out his impotent frustrations on some Dough-Goo. This isn't a particularly hard battle, but there are three waves of Dough-Goo and they can get in some lucky hits if you're not paying attention. Work quickly, as Blue can steal your kills and reduce your chances of getting a Platinum if you don't have enough targets to punch for your combo score.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:10	1:20	1:30	Very easy
Time	1:00	1:10	1:20	1:30	Easy
Time	1:00	1:10	1:30	2:00	Normal
Time	1:30	1:50	2:10	2:30	Hard
Time	1:30	1:50	2:10	2:30	101% Hard
Combo	300	200	100	50	Very easy
Combo	300	200	100	50	Easy
Combo	300	200	100	50	Normal
Combo	1200	1000	800	500	Hard
Combo	1500	1200	800	500	101% Hard
Damage	0	200	400	800	Very easy
Damage	0	200	400	800	Easy
Damage	0	200	400	800	Normal
Damage	0	400	800	1500	Hard
Damage	0	1000	2000	3000	101% Hard

With the Dough-Goo out of the picture, check the waters surrounding the central platform. The purple submarine to the east has a Platinum Coin. North of the platform, atop a pillar, is a Hero Heart Fragment.

Mission 6

Medal Requirements

Enemies Present (All Difficulties)

Dough-Goo

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231 PTL
× 1.00
OPERATIONAL BORDER

As you continue down the corridor, Blue and Red's conversation is rudely interrupted by another Dough-Goo ambush. Splatter them and drive on.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:40	0:50	1:00	1:20	Very easy
Time	0:40	0:50	1:00	1:20	Easy
Time	0:40	0:50	1:00	1:20	Normal
Time	0:40	0:50	1:00	1:20	Hard
Time	0:40	0:50	1:00	1:20	101% Hard
Combo	50	40	30	20	Very easy
Combo	50	40	30	20	Easy
Combo	50	40	30	20	Normal
Combo	700	600	500	400	Hard
Combo	800	700	600	500	101% Hard
Damage	0	200	400	800	Very easy
Damage	0	200	400	800	Easy
Damage	0	200	400	800	Normal
Damage	0	400	800	1500	Hard
Damage	0	1000	2000	3000	101% Hard

Mission 7

Medal Requirements

Enemies Present (All Difficulties)

Wonder-Blue

It was inevitable, wasn't it? Blue has been...kinda a big jerk about Red being the leader, and he's been spoiling for a chance to settle things. See to it that he learns the importance of teamwork, as well as his new designation as Wonder-Black-and-Blue by the time this scuffle finishes.

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× 1.00
OPERATIONAL BO

MISSION 007
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× 1.00
BORDER

MISSION 007
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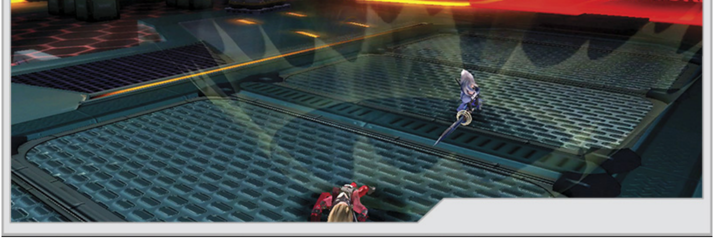
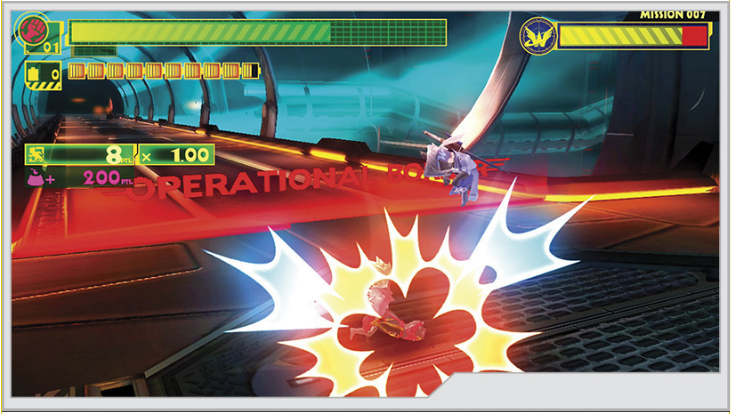
OPERATIONAL BOR



Wonder-Blue does have the skills to back up his confidence and the reach to make it hard getting close, thanks to his Valiantium Blade. He will use Wonderful Stinger, Wonderful Rising, and Wonderful Cyclone to try and stop you. More importantly, he inherently has access to Hero Counter, which he will use to score a huge combo on you, if he manages to land it.



MISSION 007
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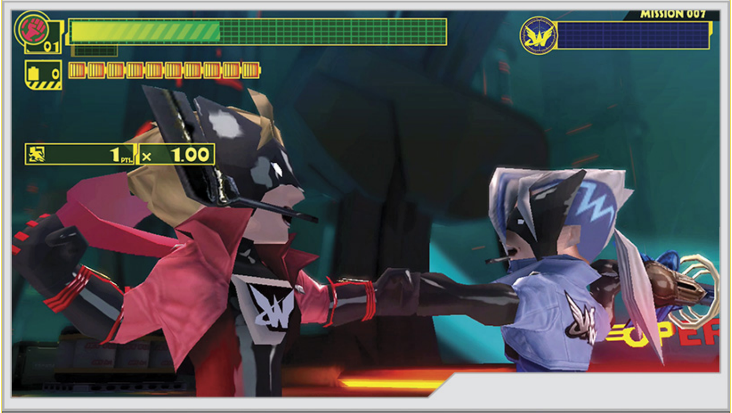
314 PTS.
× 1.00
+ 100 PTS.
OPERATIONAL BORDER

Let Blue come to you. You don't have Unite Guts, but you do have a parry put in its place that can stun Blue and let you really pile on the punishment, as it weakens Blue's defenses. Ideally, a stun on Blue should be followed with a couple attacks on land, then led into a Wonderful Rising, with a few more hits before doing a second Wonderful Rising off an air jump, then finishing the combo. Don't try the parry too often, as it leaves you vulnerable every time it misses! You can also dodge-roll away from his attacks and strike his flanks.



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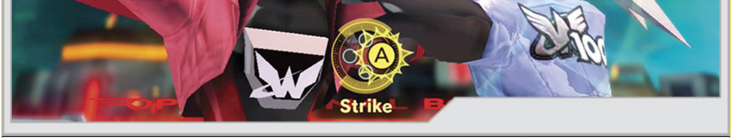
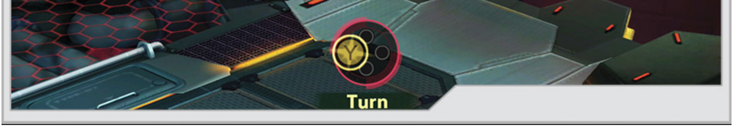
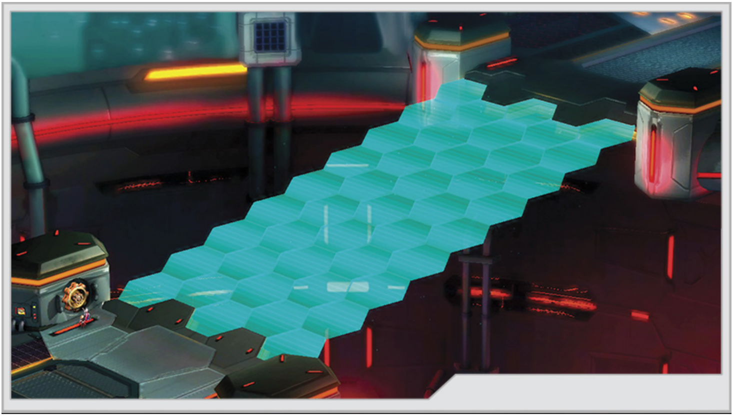
MISSION 007



Once Blue is depleted of health, an event occurs where he grapples with Red, the two heroes pounding the heck out of each other. You must win this button-mashing competition; otherwise Blue will kick you away and gain back some health.

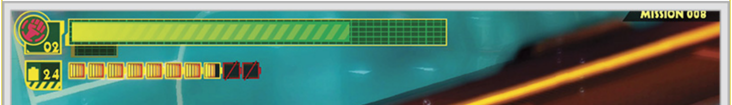
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:00	2:20	2:40	3:00	Very easy
Time	2:00	2:20	2:40	3:00	Easy
Time	1:30	1:50	2:10	3:00	Normal
Time	1:40	2:00	2:20	2:40	Hard
Time	1:40	2:00	2:20	2:40	101% Hard
Combo	100	80	60	40	Very easy
Combo	120	100	80	60	Easy
Combo	400	300	200	100	Normal
Combo	600	500	400	300	Hard
Combo	700	600	500	400	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





Differences settled, and knowledge imparted through violence, the two team back up to find a way across the massive gap in the walkway. Fortunately, there is a valve that Red can twist nearby to create a bridge [6]. Keep moving down the corridor.

Mission 8
Medal Requirements
Enemies Present (Very Easy–Normal)
Dough-Goo
Enemies Present (Hard–101% Hard)
Diedough-Goo



402 PTS.
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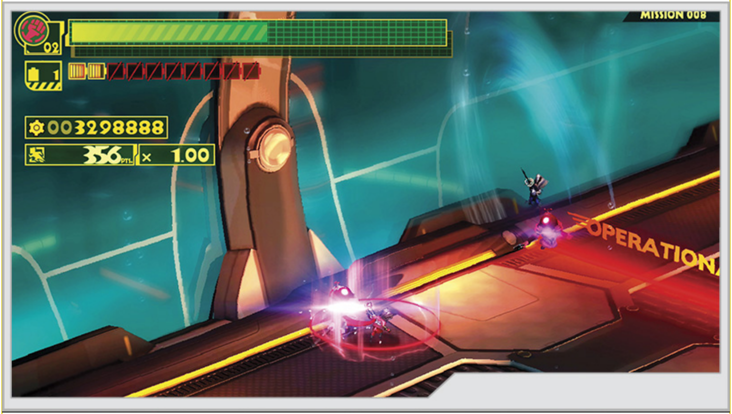
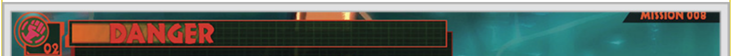
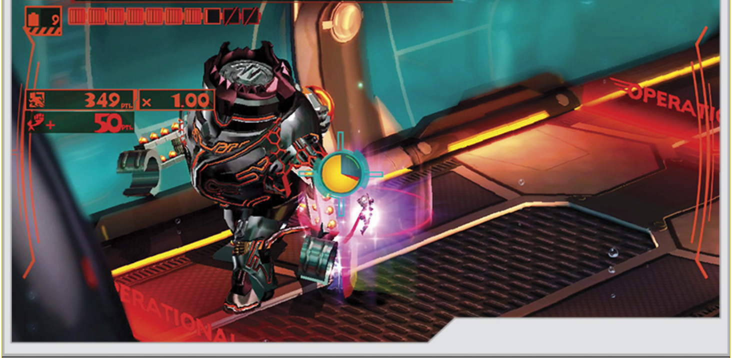
OPERATIONAL BORDER



As you advance down the next corridor, more Dough-Goo show up to interfere with Blue's sad tale. The most challenging part of all this? The word bubbles from Blue obscuring the screen. Hold down the L Button to make 'em disappear, or turn off subtitles in the options.

Hard and 101% Hard Mode

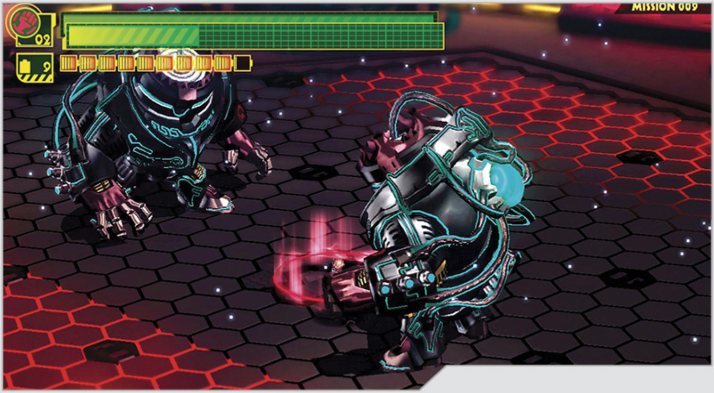


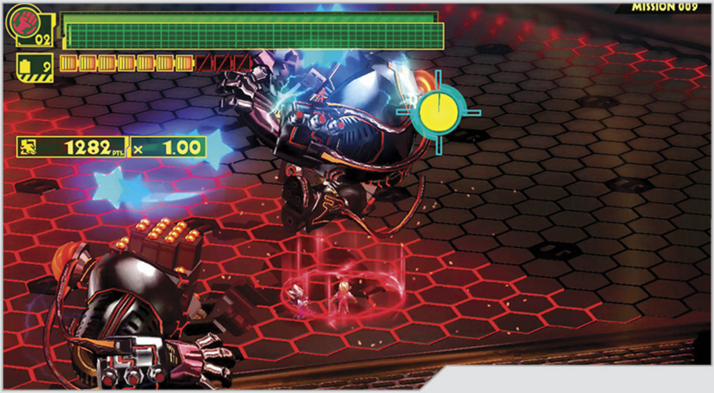


A lone Diedough-Goo shows up on Hard and 101% Hard. You can still parry many of its moves as you would if Unite Guts was an option.

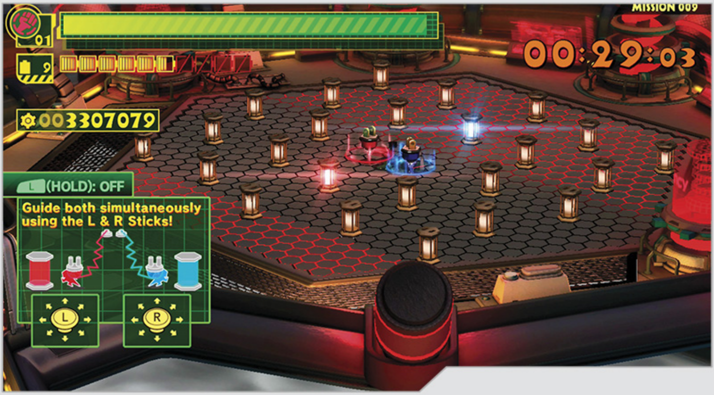
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:00	3:20	3:40	4:00	Very easy
Time	3:00	3:20	3:40	4:00	Easy
Time	2:20	2:40	3:00	3:20	Normal
Time	2:20	2:40	3:00	3:20	Hard
Time	2:20	2:40	3:00	3:20	101% Hard
Combo	400	300	200	100	Very easy
Combo	400	300	200	100	Easy
Combo	500	400	300	200	Normal
Combo	1500	1200	800	500	Hard
Combo	2000	1500	1000	500	101% Hard
Damage	0	200	400	800	Very easy
Damage	0	200	400	800	Easy
Damage	0	200	400	800	Normal
Damage	0	400	800	1500	Hard
Damage	0	1000	2000	3000	101% Hard

Mission 9
Medal Requirements
Enemies Present (Very Easy–Normal)
Diedough-Goo
Enemies Present (Hard–101% Hard)
Diedough-Goo x2

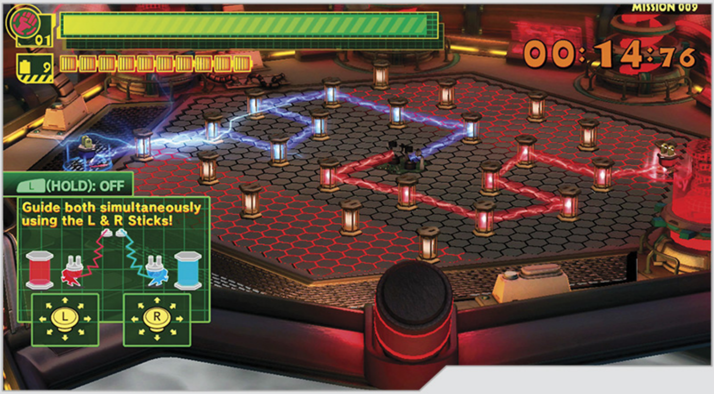




On Normal mode and below, you face a single Diedough-Goo. On higher difficulties, it's a pair. Thankfully, these are not full-strength Diedough-Goo; otherwise you'd be here for a while. Remember that you can parry any attack from these guys that you'd normally respond to with Unite Guts.



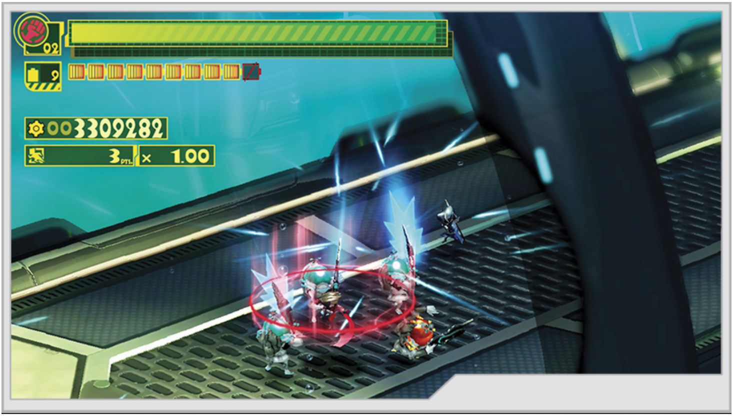
Guide both simultaneously using the L & R Sticks!



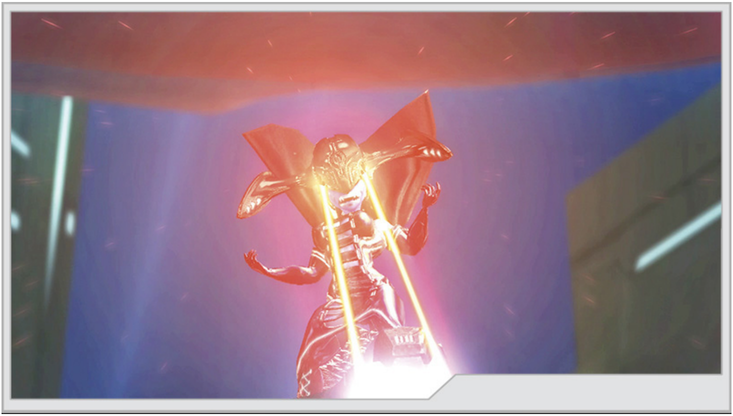
Guide both simultaneously using the L & R Sticks!

After the area is secured, red and blue plugs appear at the center of the generator room, with conduits rising up from the ground all around the area. Wonder-Red and Wonder-Blue pick up their designated plug, and your job is to get them individually to a series of indicated conduits. Red is controlled by the left analog stick, Blue with the right. You've got 30 seconds to get Red and Blue to eight different conduits. You must take them to the correct color conduit, or you have to restart the sequence.

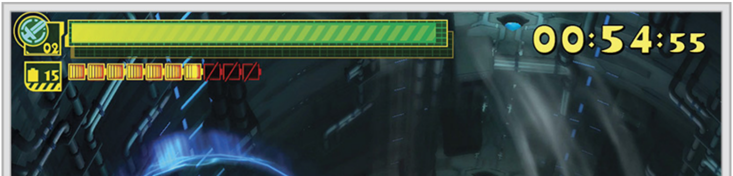
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:00	2:20	2:40	3:00	Very easy
Time	2:00	2:20	2:40	3:00	Easy
Time	1:40	2:00	2:20	2:40	Normal
Time	2:00	2:00	2:40	3:00	Hard
Time	2:00	2:00	2:40	3:00	101% Hard
Combo	20	15	10	5	Very easy
Combo	25	20	15	10	Easy
Combo	40	30	20	10	Normal
Combo	1200	900	600	300	Hard
Combo	1500	1200	900	600	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

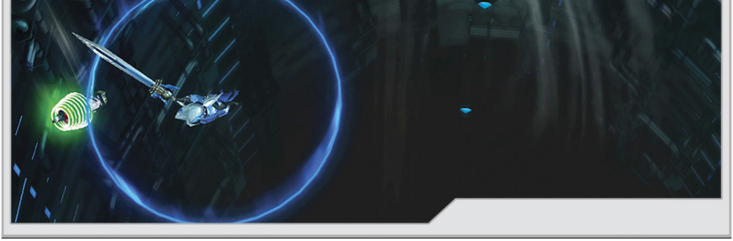


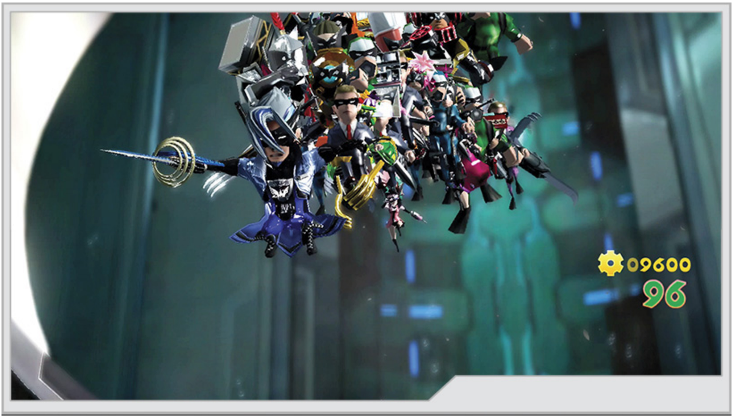
Now run back the way you came. Dough-Goo will try to challenge you, but they can be ignored, as these battles aren’t ranked.



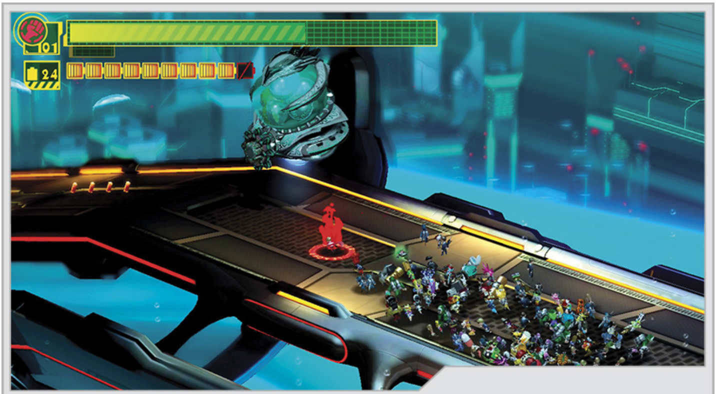
When you get back to the energy bridge, Vijounne shows up to rain on the parade. She blasts Red into the abyss, and Blue is forced to pass on another shot at the villainess to go save Red.

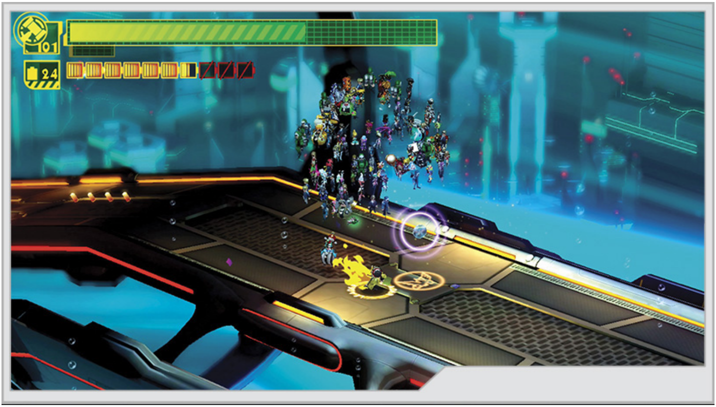


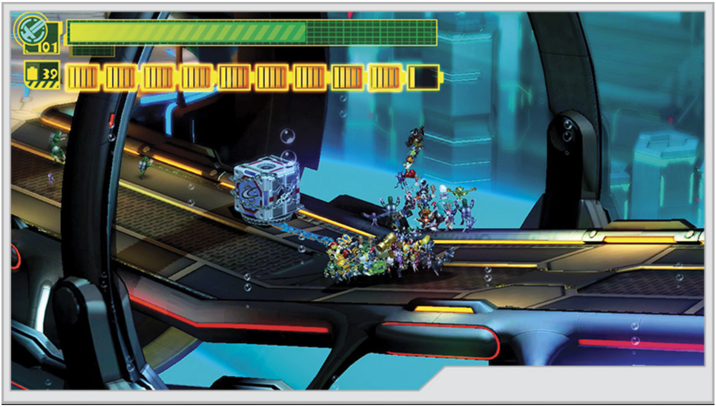




Controlling Blue, you have one minute to break Red out of his trap. Just keep chasing him down and striking him until you finally shatter his bonds. The rest of the team shows up momentarily, and you must use Unite Sword to get everyone to safety.







After a short cutscene, the team is back together and you've got some item hunting to accomplish. A nearby Gatcha holds Wonder-Plane hostage, and near the Gatcha is a place on the floor you can Unite Hammer for the last Platinum Coin. As you continue down the corridor to reach the end of the mission, you'll come across a blue supply box that contains Wonderful Figure No. 35. That's the last of the collectibles for Operation 004-B! The exit lies before you, but you've got one last fight to deal with.

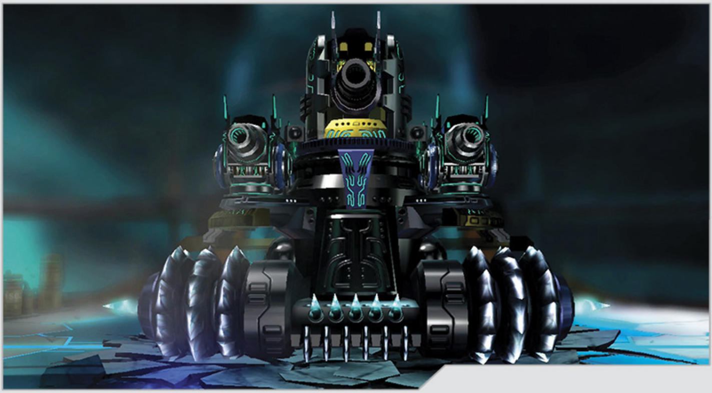
Mission 10

Medal Requirements

Enemies Present (All Difficulties)

Die-Rixen
(You-Houghs deployed on Hard and above)

GEATHJERK Encounter: Die-Rixen



Towering above the battlefield, the Die-Rixen could technically be considered a tank but is best described as a mobile fortress. Bristling with guns and protected by thick armor, a single Die-Rixen can change the tide of any battle through sheer intimidation or firepower.

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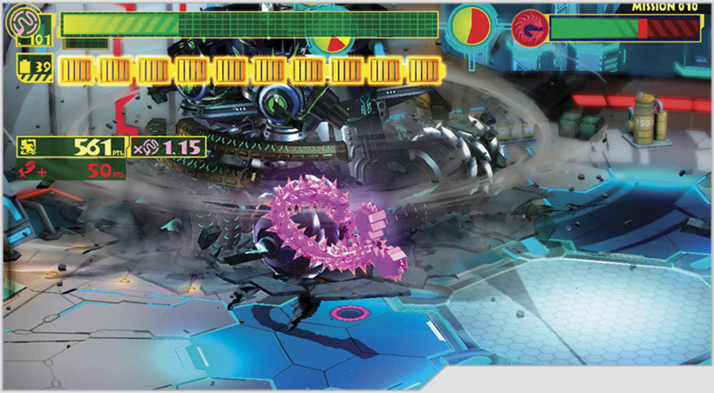
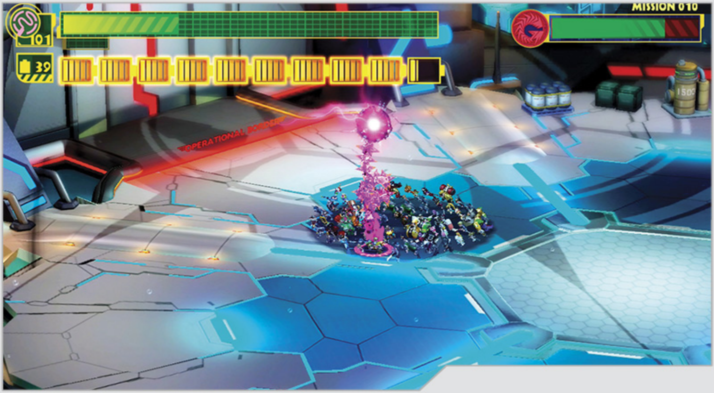
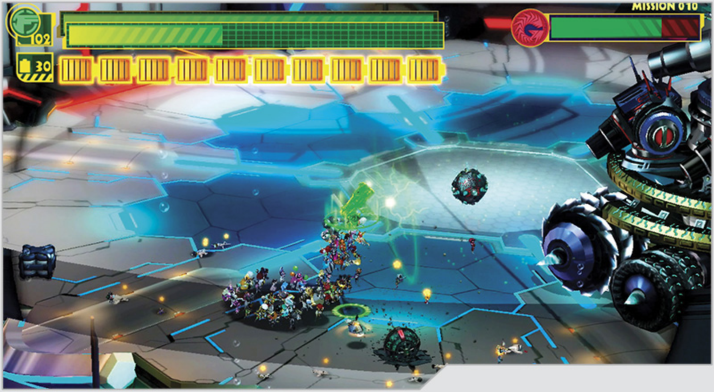
MISSION 010
OPERATIONAL BORDER

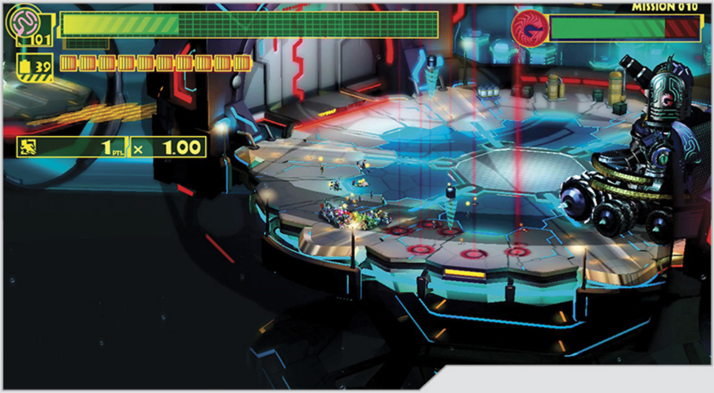


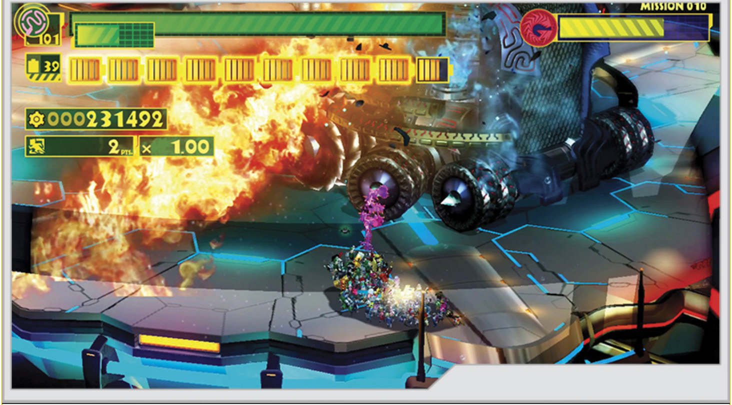
The Die-Rixen is absolutely enormous, and fast for its size. When not firing any of the five artillery cannons mounted to the hull, the Die-Rixen can dash across the battlefield at alarming speed or can spin rapidly in place to throw off unwanted passengers and mash anyone who strays too close.



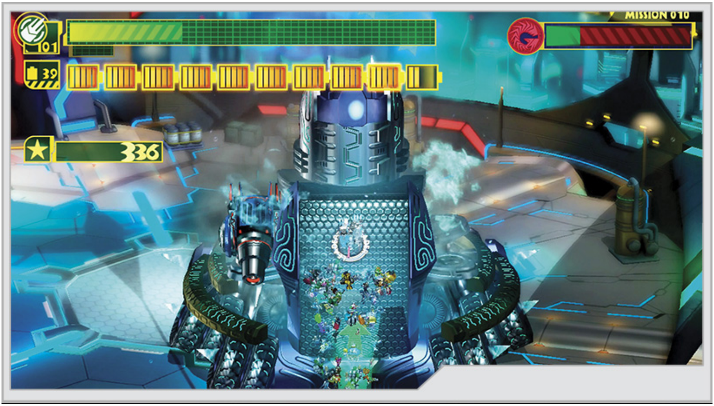


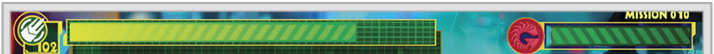
The basic way to take down the Die-Rixen is to keep your distance and fire back any cannon shots it deposits onto the battlefield with Unite Gun or Unite Whip. You must take out the four smaller turrets to temporarily incapacitate the fortress. This will cause the machine to spin out of control and present its primary vulnerability to you. You can speed this along by using the cannon shots on the turrets, but in a pinch Unite Whip and Unite Sword have the range to reach these turrets from a relatively safe distance.

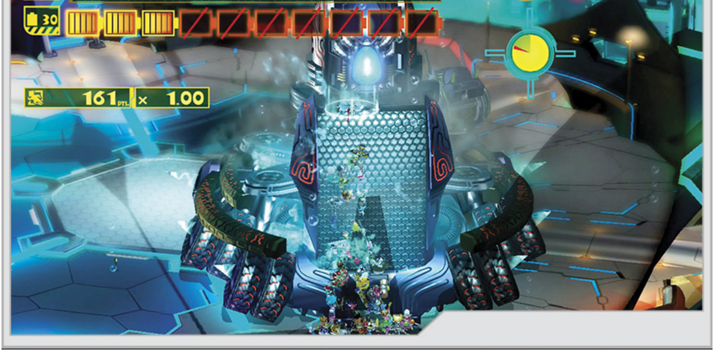


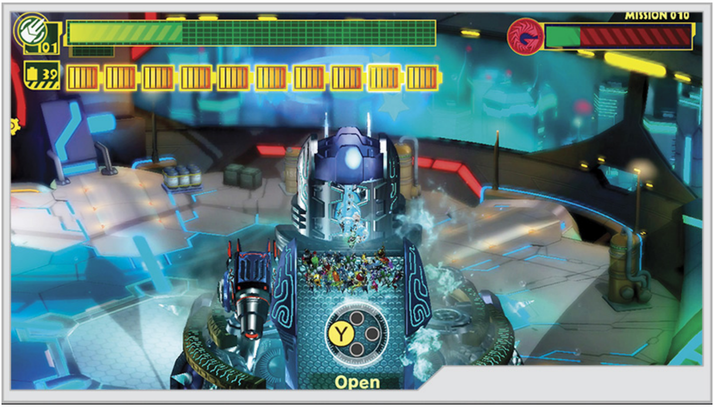


In addition to the cannon shells being fired by the guns, the main gun will also launch a large barrage of missiles that will arrive from above several seconds after firing. This can be evaded, or you can block it entirely with Unite Hammer. The main gun also occasionally acts as an enormous flamethrower.



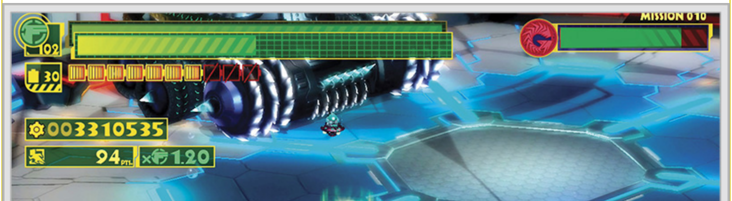


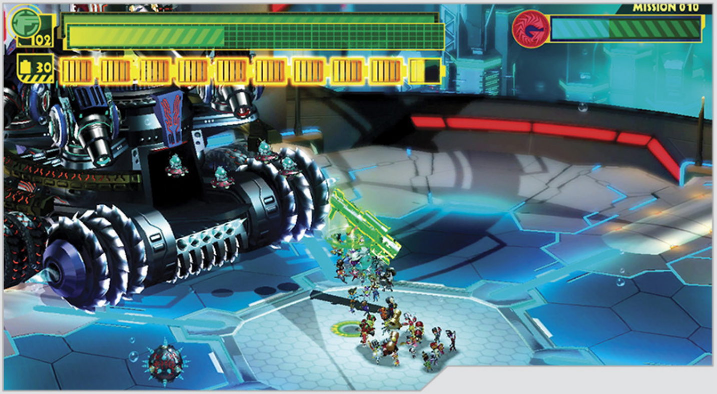




After you disable the fortress, you can use Unite Claw to climb up the grating on its backside. You can try to climb the grating earlier if you manage to bypass the spike armor, but while the tank is fully mobile, it will likely spin to send you flying away. When you reach the top of the Die-Rixen, you must then pry open the back of its main gun with Unite Claw to reveal the primary weak spot of the tank. At that point it is time to attack aggressively. But not so much that you ignore signs that the fortress is coming back to full function. The moment the tank starts to prop itself back up and its turrets regenerate, you need to be somewhere else, or you'll suffer heavy damage.

Hard and 101% Hard Mode

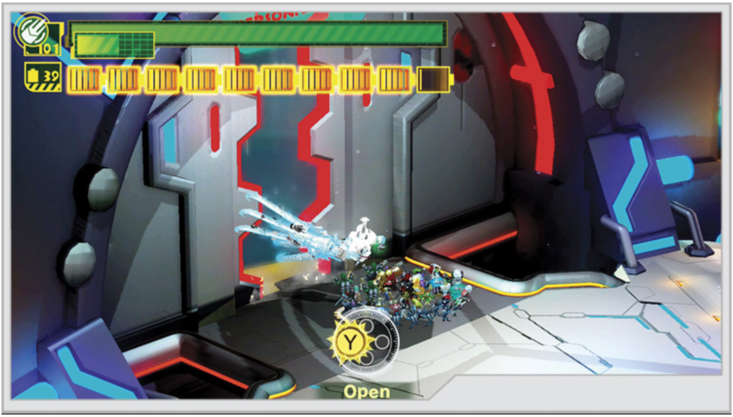




In addition to everything the Die-Rixen can do, on Hard and 101% Hard it will summon You-Houghs in waves at its enemies.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	10:00	12:00	14:00	16:00	Very easy
Time	10:00	12:00	14:00	16:00	Easy
Time	7:00	7:20	7:40	8:00	Normal
Time	10:00	12:00	14:00	16:00	Hard
Time	10:00	12:00	14:00	16:00	101% Hard
Combo	3500	3000	2000	1000	Very easy
Combo	4500	3000	2000	1000	Easy
Combo	6000	5000	4000	3000	Normal
Combo	6000	5000	4000	3000	Hard
Combo	6000	5000	4000	3000	101% Hard

Damage	0	1000	2000	4000	Very easy
Damage	0	1000	2000	4000	Easy
Damage	0	1000	2000	4000	Normal
Damage	0	2000	4000	8000	Hard
Damage	0	2000	4000	8000	101% Hard



After you make the Die-Rixen go kaput, pry open the last sealed door and race to the Wonderful Mart beyond. Operation 004-B is cleared!

Operation 004-C

The voracious war veteran Vijounne vicariously vexes Blue. He has sworn a virulent Valiantium vow to vanquish the villainous and vacuous GEATHJERK officer, the vestige of a violent vendetta twenty years in the making.

Also, the Virgin Victory must secure the Super Reactor so that it may be hidden away, safe from GEATHJERK's wrath. To do this, the Wonderful 100 must buy some time to set the plan into motion. But that other stuff is important too.

Medal Requirements

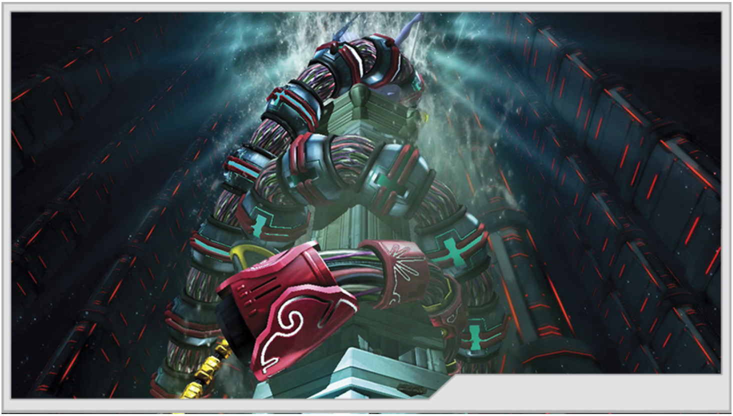
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	17:00	19:00	21:00	23:00	Very easy
Time	17:00	19:00	21:00	23:00	Easy
Time	12:00	14:00	16:00	18:00	Normal
Time	17:00	19:00	21:00	23:00	Hard
Time	17:00	19:00	21:00	23:00	101% Hard
Combo	10000	8000	6000	4000	Very easy
Combo	11000	9000	7000	5000	Easy
Combo	12000	11000	10000	9000	Normal

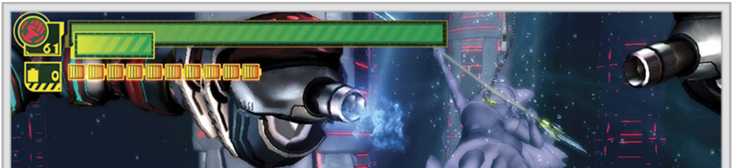
Combo	12000	11000	10000	9000	Hard
Combo	12000	11000	10000	9000	101% Hard
Damage	0	1000	2000	4000	Very easy
Damage	0	1000	2000	4000	Easy
Damage	0	1000	2000	4000	Normal
Damage	0	2000	4000	8000	Hard
Damage	0	2000	4000	8000	101% Hard

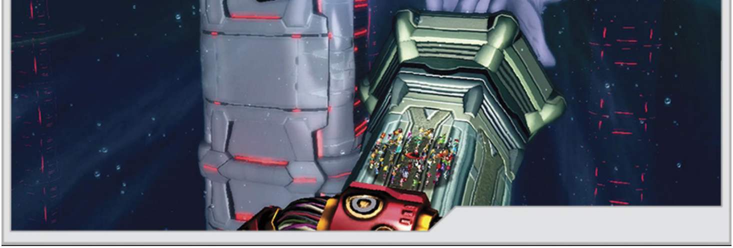
Enemies Present (All Difficulties)

Ohdarko

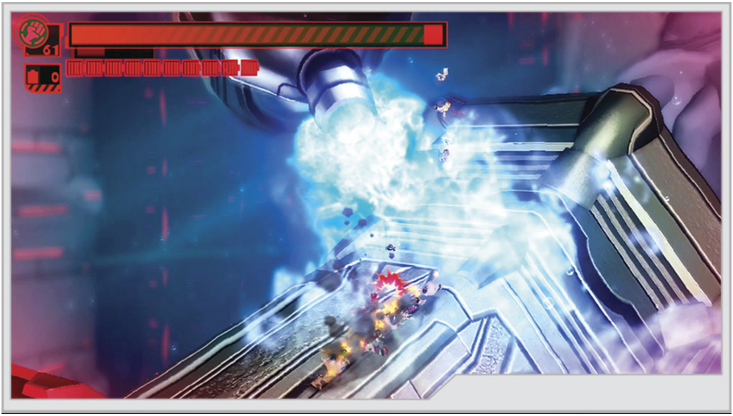
Phase One







Wonder-Red wastes no time ordering the team to enter Unlimited Form. When combat begins after a short taunting session between Blue and Vijounne, at first you do not have a full glimpse of the machine holding on to the statue; you see only two tentacles flanking it on the left and right. The tentacles alternate attacks and go one at a time. Get your own attacks in whenever you have the opportunity.



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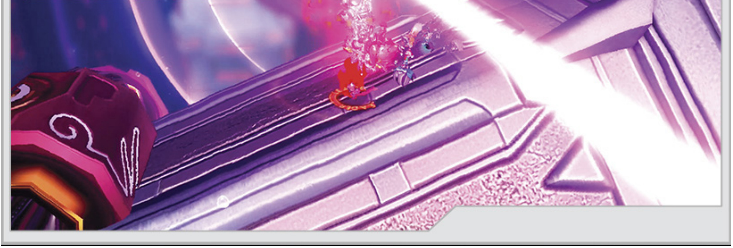
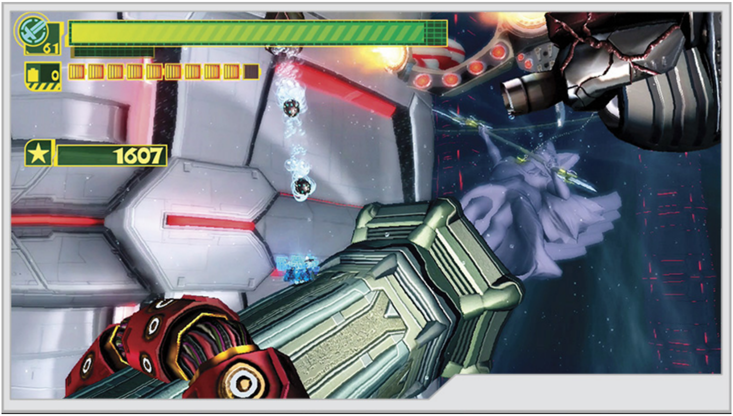
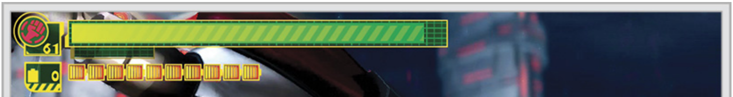


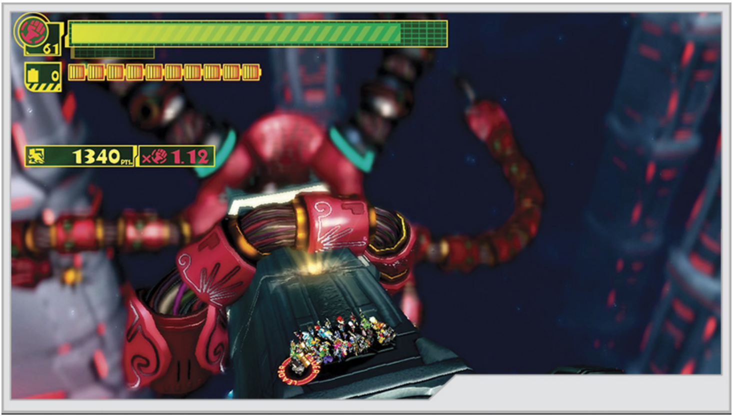
The tentacles are capable of using laser beams and flamethrowers. You can counter these with Unite Sword and Unite Hand, respectively. The flamethrower powers up Unite Hand, which makes it a good time to let loose with your own attacks before the absorbed flames wear out or the enemy pulls just out of reach.

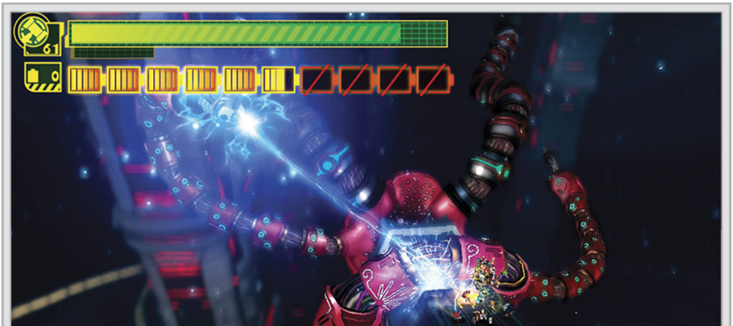


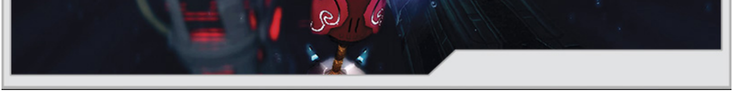
When you see a tentacle hover above the base of the statue with its weapon pointed straight at it, you're about to see a cannon shot be fired at your position. Return these gifts to sender with Unite Gun or Unite Whip.



If the tentacle rises above the statue's base, but the dull bottom of the tip is what faces you, get ready to Unite Guts a tentacle slam attack.





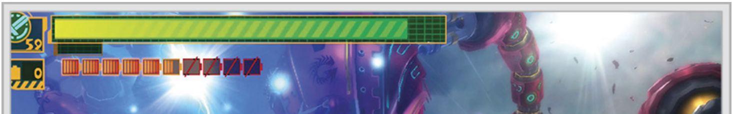


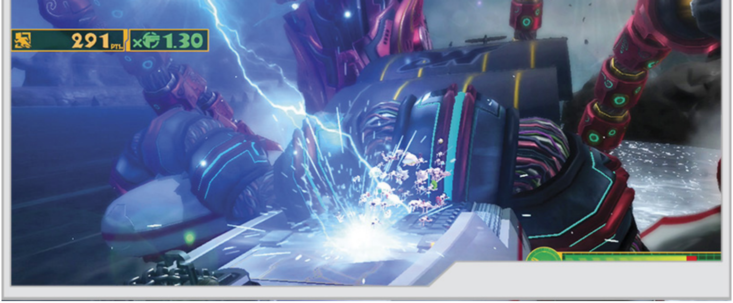
After defeating both tentacles, you're prompted to hammer off a section of the base to knock the pursuing machine loose. It does not approve of this and will attempt to strike with other weapons in its arsenal, such as an electro-shock cannon and an ink jelly bomb launcher. It is possible to repel the lightning with Unite Sword, but try to hammer at the crack in the statue quickly and often to drive off the machine. It communicates to you that this will not do at all.

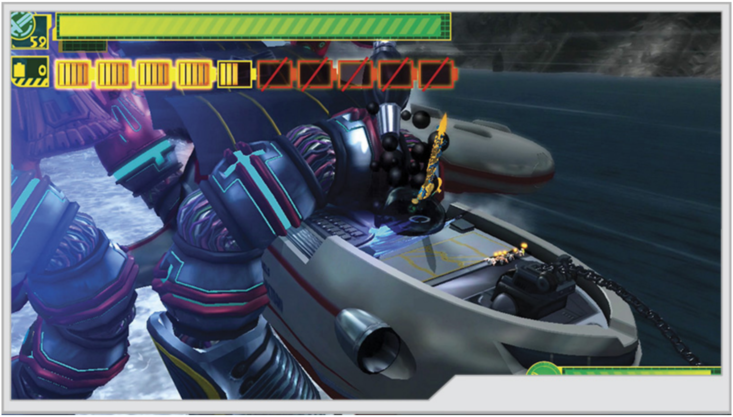
GEATHJERK Encounter: Ohdarko

Vijounne tries to avoid direct contact with her enemies unless it is to torment or seduce them. However, after the events at Neo Mu, she has called upon this mechanical monstrosity to try and decisively end this war in GEATHJERK's favor. Armed with a wide variety of weapons, the Ohdarko is perfectly designed for deep-sea warfare, dragging its opponents to dark depths and crushing them mercilessly.

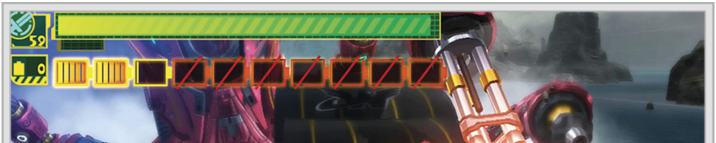
Phase Two

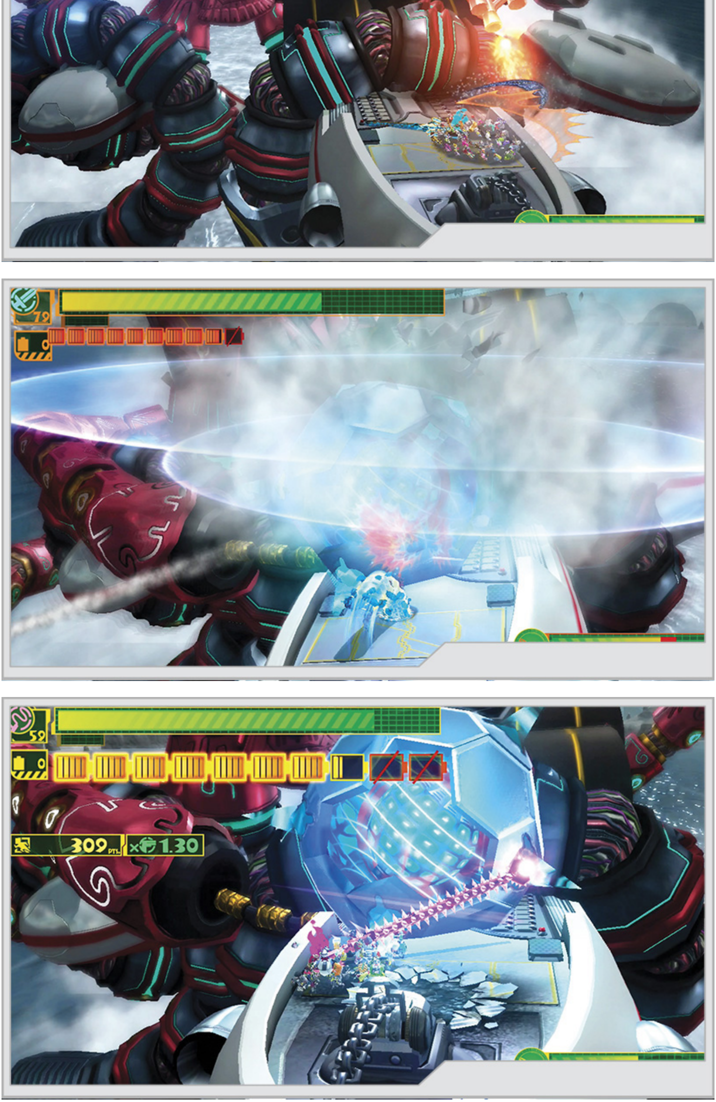




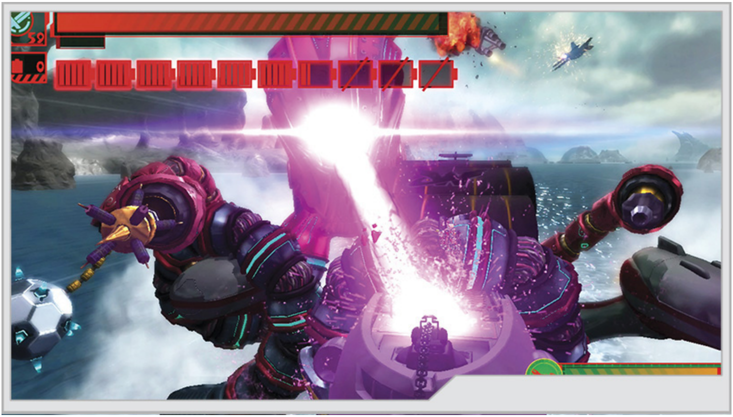


Grasping firmly on to the Virgin Victory like a scorned alien octopus robot, the Ohdarko unleashes its firepower both at the Wonderful 100 and the Victory. You must do your best to quickly destroy the limbs as they draw in close to attack, while also keeping the ship up and running by wrapping a Wonder-Liner around any damaged sections on the ship's deck. Ohdarko still has the use of its electro-shock cannon and ink jelly bombs, but other weapons will also come into play.

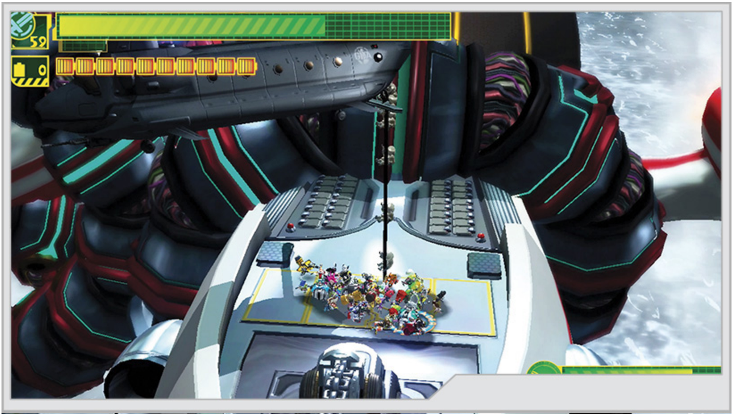




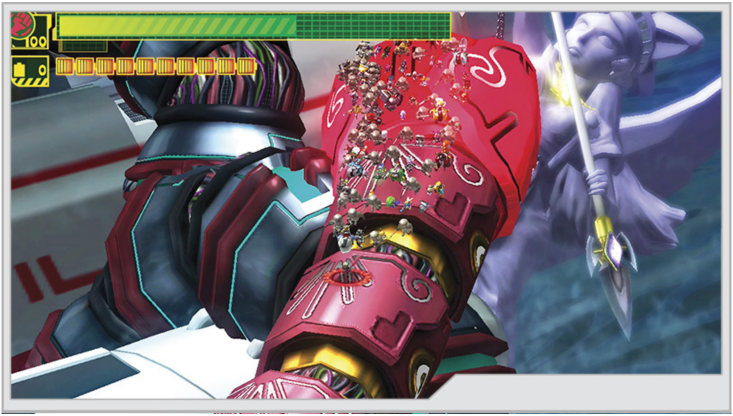
One of the tentacles on Ohdarko is tipped by a massive spiked mace that can be very tough to evade and cannot be blocked with Unite Guts. The timing for Hero Counter is particularly tough as well due to how fast the attack is executed. Try to Unite Spring away while equipped with Hero Time. The mace embeds itself on the Virgin Victory's deck, allowing you to tear off sections of it with Unite Whip to eventually reach its core and destroy it.

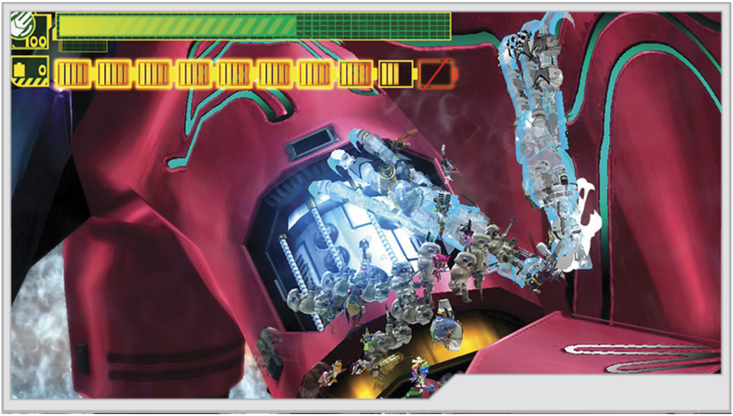


Ohdarko also has another beam cannon on its head. You can reflect this beam toward limbs that are out of your reach.



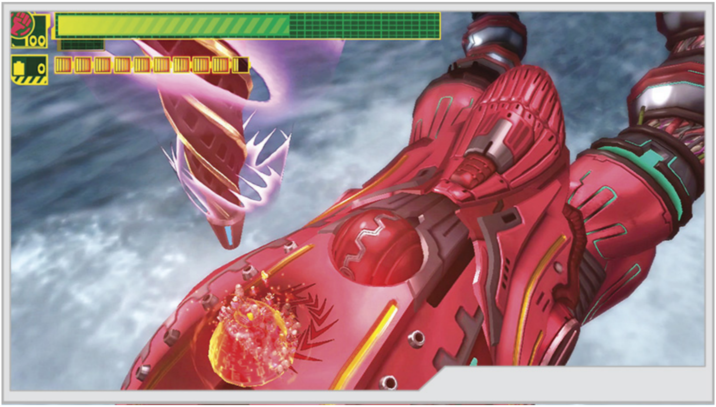
Throughout this phase, helicopters will deliver reinforcements, and fighters will attempt air strikes that can harm Ohdarko's limbs. You need a full 100 hero team to put an end to Ohdarko, so recruit 'em if you need to.





After you destroy all of the weapon limbs you can see, the team leaps onto one of the arms to try and save Luka. You must guide the team toward the body of Ohdarko and pry open an access hatch with Unite Claw. Work fast, as the tentacle you're on is self-destructing.

Phase Three



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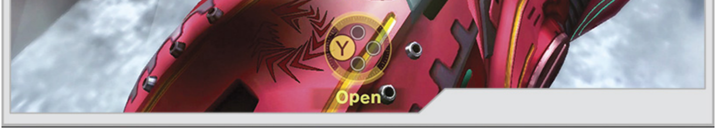
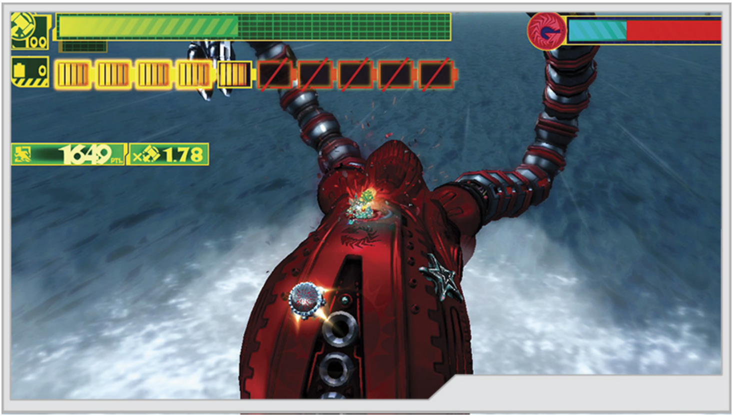
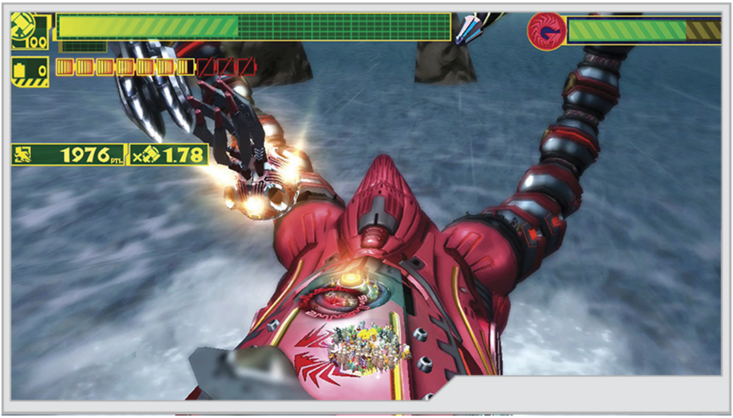
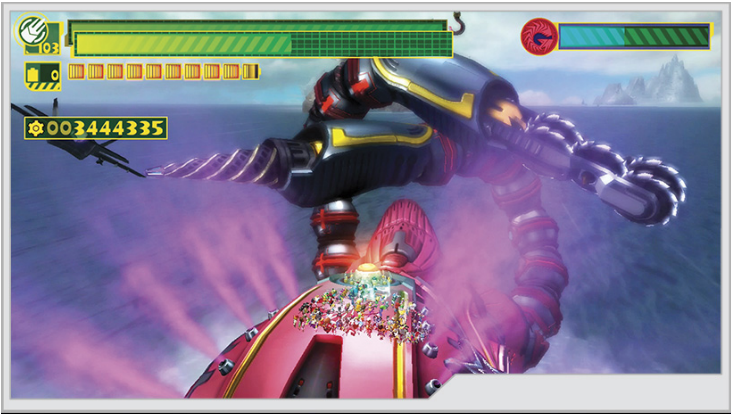


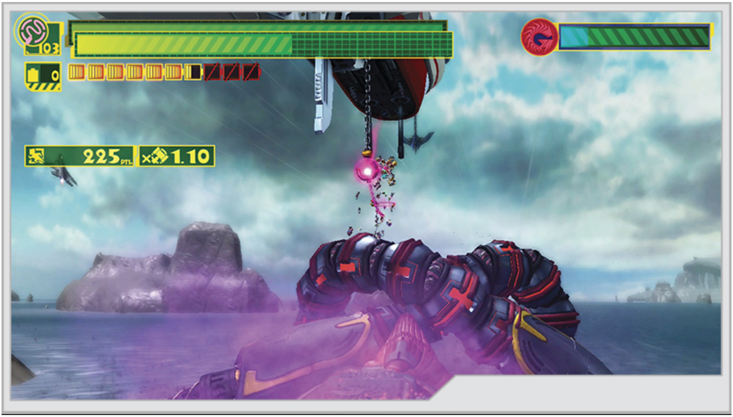
Vijounne angrily reasserts Ohdarko's grip on the Virgin Victory, and you jump onto its head to finish the fight. Now you must use Unite Claw to get access to its weak point, while evading the drill from one of the remaining tentacles and the saw blades mounted on the other. You can actually intercept the saw blades with Unite Claw to cause serious damage to Ohdarko, if you win the event that takes place after the intercept.



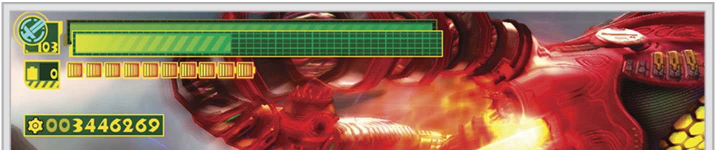


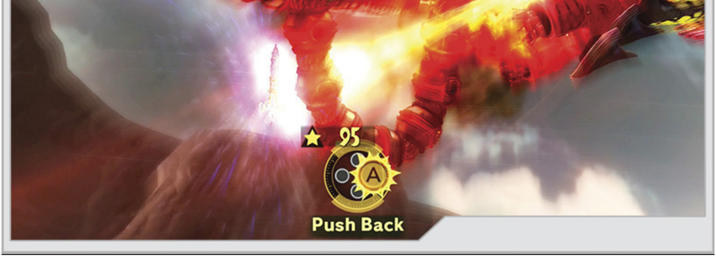
Ohdarko will release large missiles from its head, targeting them to land on you from above. Get moving when you see the missiles fly up!





Lastly, Ohdarko can emit a poisonous purple mist from vents on its body. The Virgin Victory will lower an anchor for you to Unite Whip to and safely stay away from the gas.

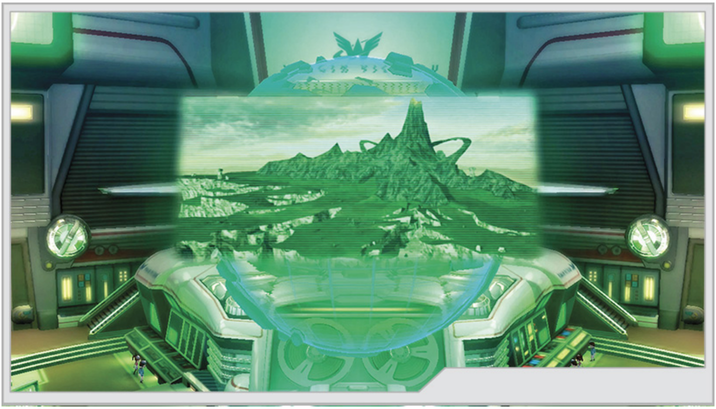




When Ohdarko's health is completely depleted, it attempts to destroy the Wonderful 100 with a combined drill and saw blade attack, which you must intercept with Unite Claw. After Wonder-White finishes abusing the mech, it is tossed into the sky where you must then intercept Ohdarko's laser with Unite Sword.

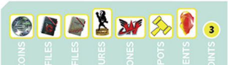
Despite Blue's efforts, Vijounne slips away to fight another day. There is no time for more debate on Blue's recklessness, as the team is needed back on the Virgin Victory's bridge. For now, Operation 004 is complete.

Operation 005: Mt. Ogretoe—Lost City of Lowrule

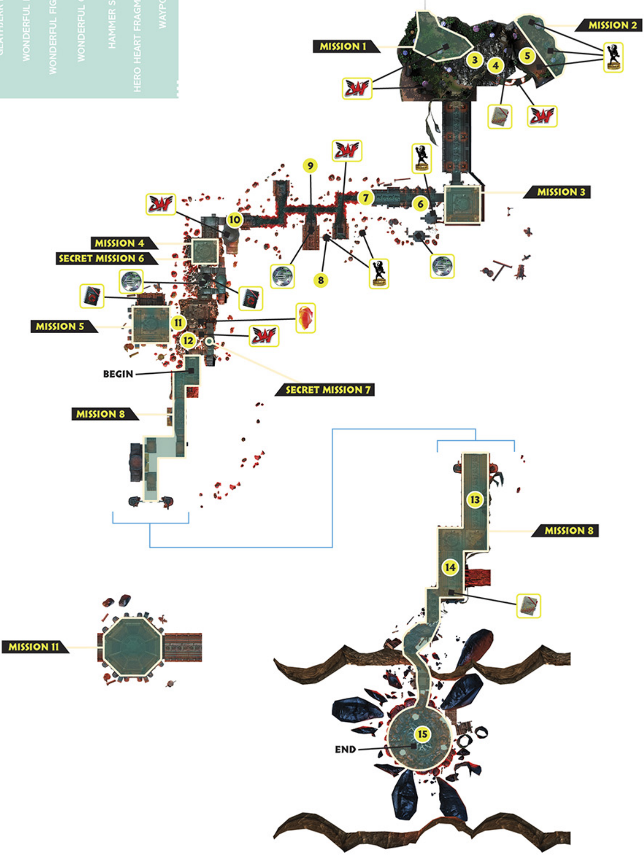


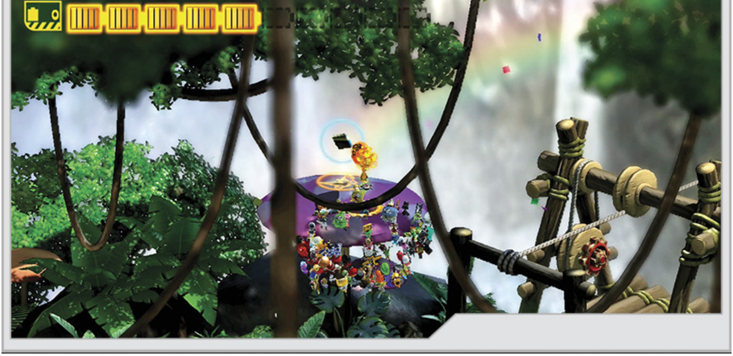
You have successfully defended three of five Super Reactors against GEATHJERK ambition, and those three have been safely hidden away by Professor Shirogane's inventions. The Wonderful 100 are being deployed to the jungles of Mt. Ogretoe to locate and defend the Super Reactor there. But the GEATHJERK beat the team to the punch, and the heroes must fight through the GEATHJERK army or risk losing the whole planet to the Jerks.

Operation 005-A

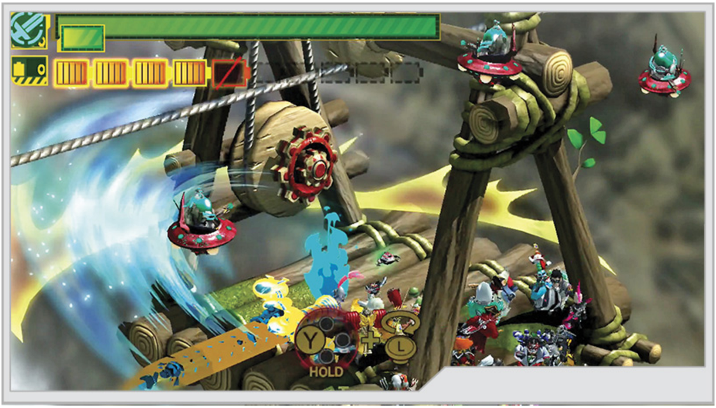


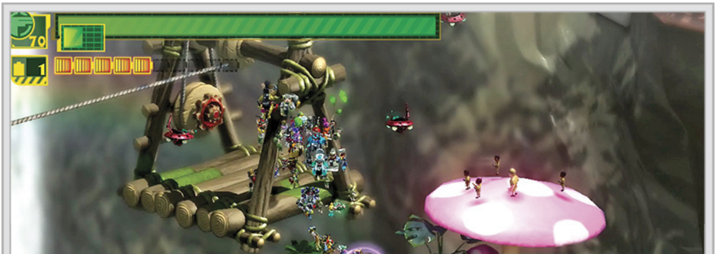
PLATINUM
GEATHJERK
WONDERFUL
WONDERFUL FIG
WONDERFUL
HAMMER S
HERO HEART FRAGM
WAYP

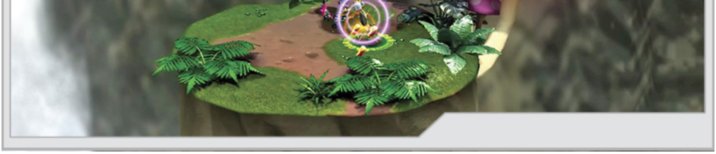


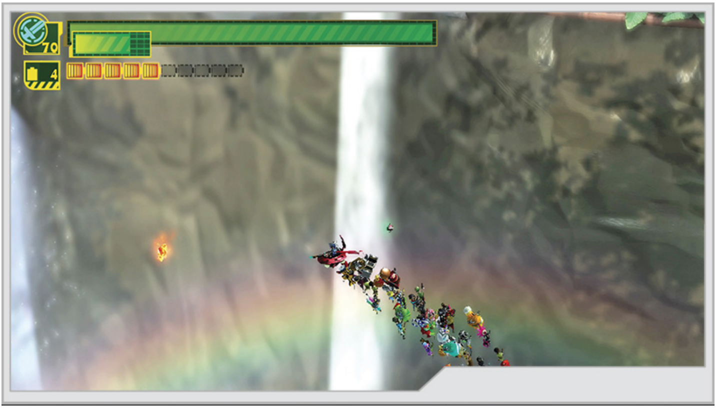


[1] The area where you start contains a number of civilians to rescue. More importantly, you can use double jumps and Wonderful Rising to get on top of a large pink mushroom near the cliffs. Hammer on this mushroom for GEATHJERK File No. 22.









[2] Using Unite Hand on the crank, you can move the tram across the massive chasm to reach the entrance of the city. However, stop at the small mesa in the middle of the chasm. You are attacked by You-Hough here, but the battle isn't ranked. Find a Platinum Coin and some more civilians on the island. Also, if you take one of the UFOs from the You-Houghs to the northwest of the island, you can find a Hero Heart Fragment.

Once you cross the chasm with the tram, you have a lot of stuff you can do before you even get around to unlocking the temple. For players here on their first attempt, this guide is going to focus first on all of the collectibles and new Wonderful Ones you can find before we even start Mission 1.

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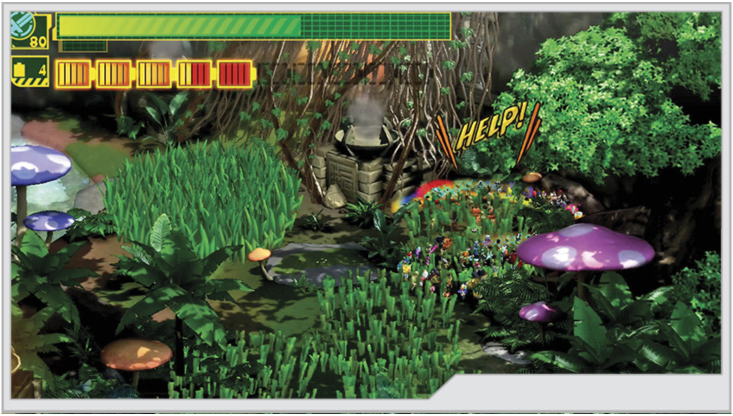
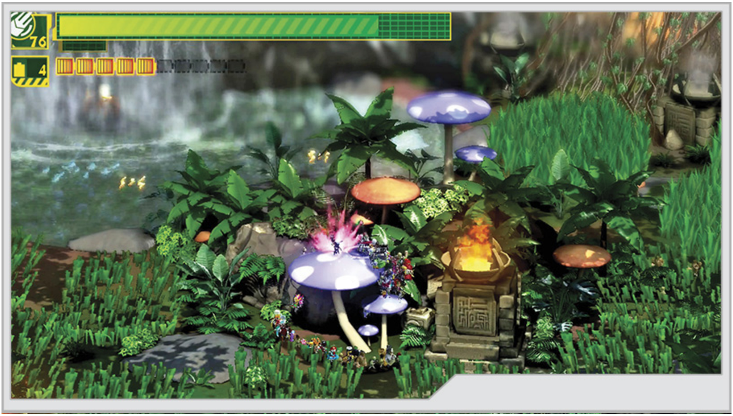
2131 PTS.
×1.72
+ 100 PTS.

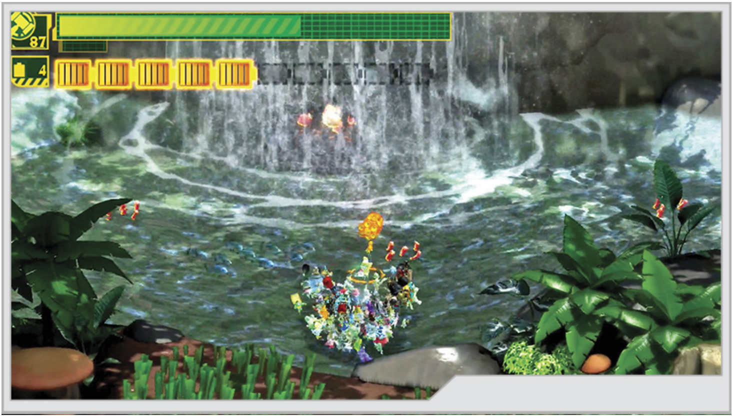
For now, ignore the prompt to use Unite Hand to take fire from the lit torch and light the unlit torches. Cut down all the tall grass in the area with Unite Sword for the Ah, Now That's Better Achievement. While hacking away at the grass, you might also accidentally cut down the vines covering the temple door. It will not open until you light up all the torches in the area.

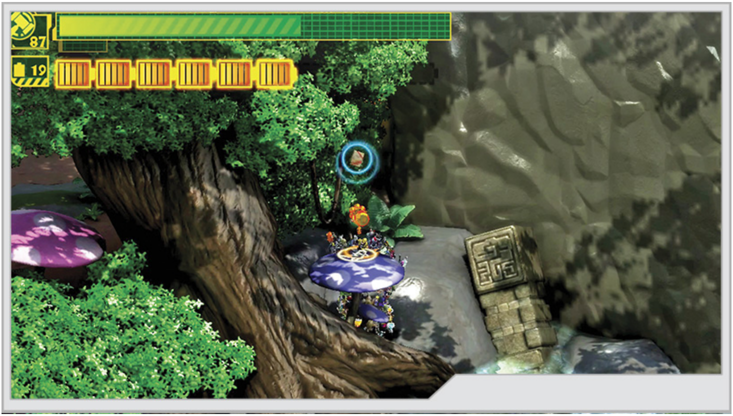


With the tall grass cut back, it'll be easier to see where the civilians and Wonder-Beetle are located.

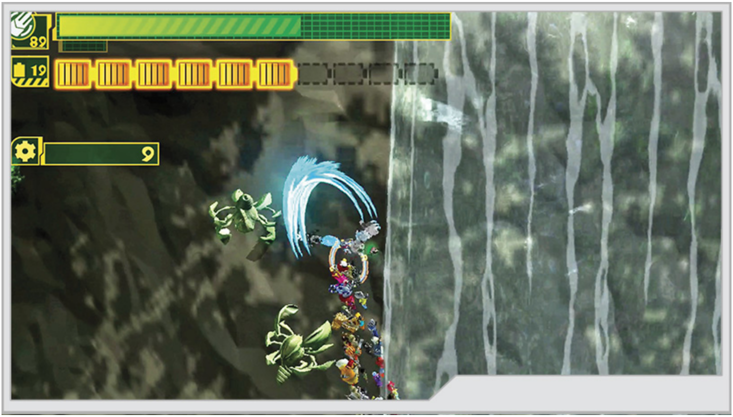


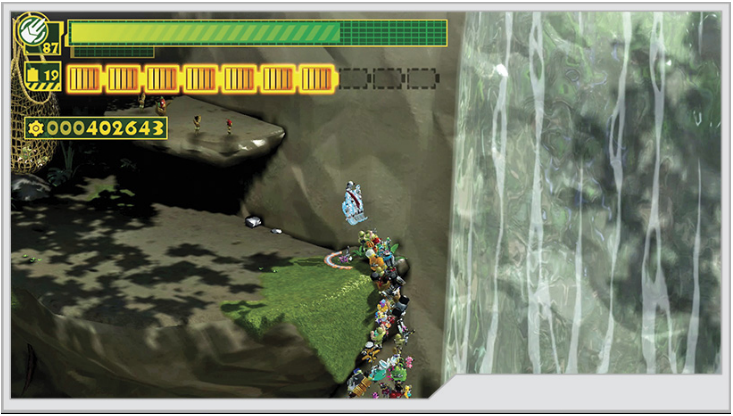
Wonder-Samurai is located atop a purple mushroom next to one of the unlit torches.



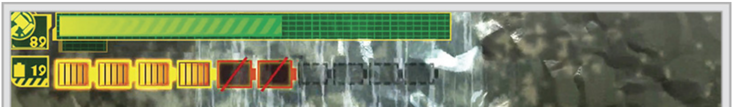


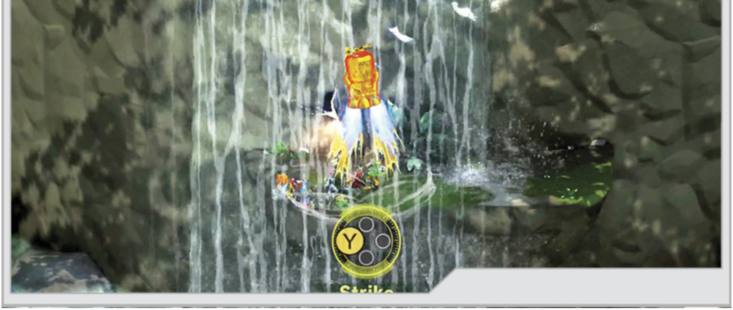
Investigate the small lake with the waterfall feeding it to the north [3], and scour it for some Wonderful Batteries. If you travel to the west of the lake, you'll find a dead end with a purple mushroom you can climb onto and pound with Unite Hammer for Wonderful File No. 18.

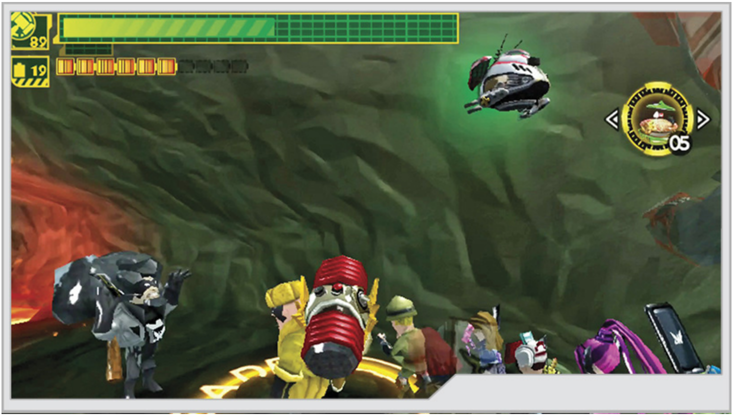




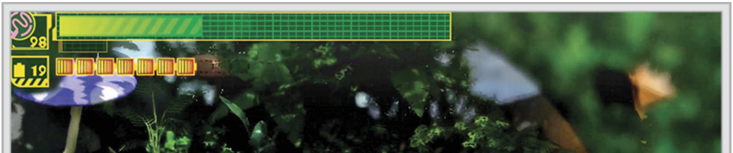
With Unite Claw, you can climb up the rock face on the left side of the waterfall to eventually reach a ledge [4] with some captives trapped in a net. Cut down the net to rescue the survivors and earn the Explorers Achievement.

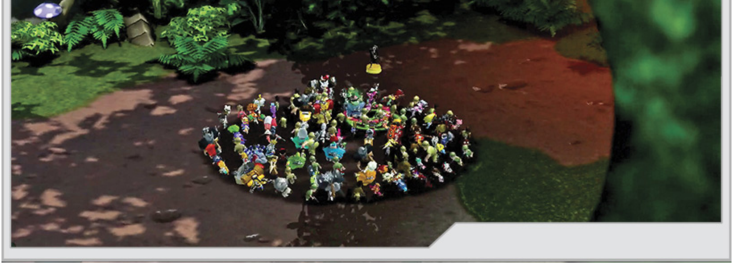




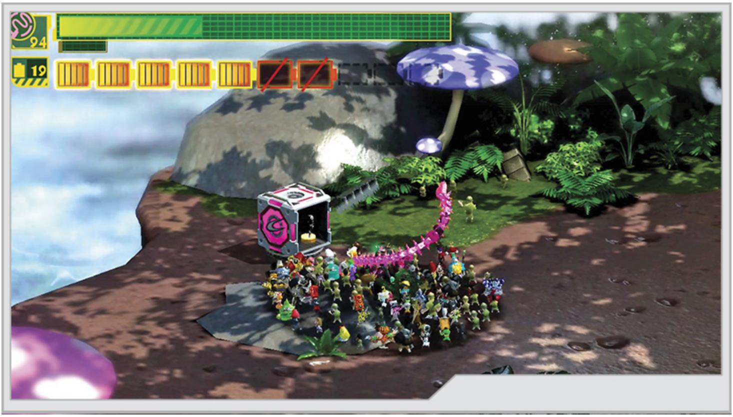


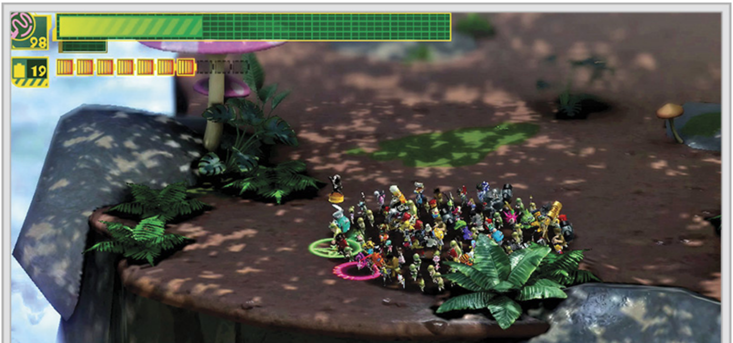
Now climb back down behind the waterfall to reach another ledge. The Unite Hammer can break through a crack in the rockface, which leads to a cave. Navigate through here with the GamePad. Be mindful of the lava flows, and don't run through so quickly that you miss out on recruiting Wonder-Rock.

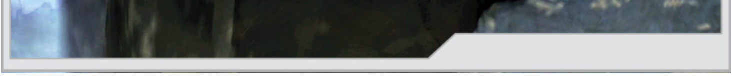




Getting through the cave takes you to a secret area behind the waterfall rockface [5]. Immediately near the cave exit is a ring of Wonderful Batteries. Wrap a Wonder-Liner around this ring for Wonderful Figure No. 20.







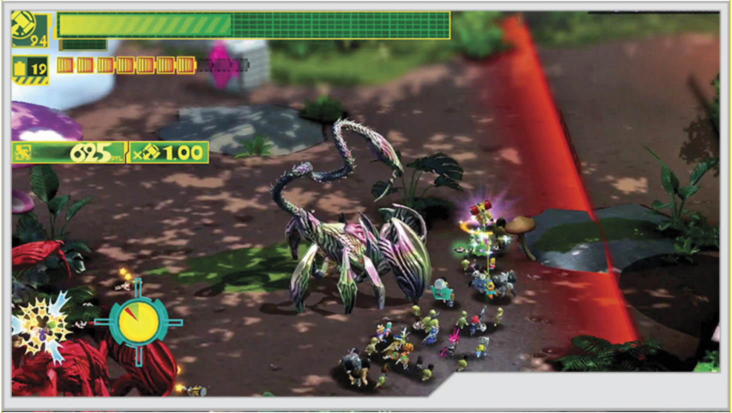
Left of this is a pink supply box with Wonderful Figure No. 77, and south of it is another ring of Wonderful Batteries that you can Wonder-Liner around to reveal Wonderful Figure No. 45. However, approaching the last item triggers an enemy ambush.

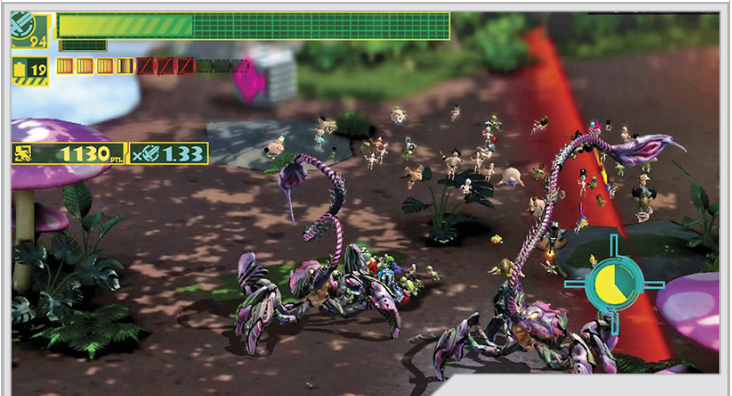
Secret Mission 2

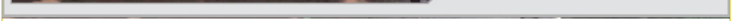
Medal Requirements

Enemies Present (All Difficulties)

Dahkarts x2







The arena in which you fight the two Dahkarts is fairly small but is quite manageable. Remember that until the Dahkarts are fully “deployed,” with their stingers at the ready, they are effectively invulnerable. The most difficult thing about this battle is remembering to go through the cave to reach it when you’re powering through the operations on Pure Platinum runs. That’s one reason why it’s a good idea to take on this mission first.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:10	1:30	2:00	Very easy
Time	1:00	1:10	1:30	2:00	Easy
Time	1:00	1:10	1:30	2:00	Normal
Time	1:00	1:10	1:30	2:00	Hard
Time	1:00	1:10	1:30	2:00	101% Hard
Combo	700	600	500	400	Very easy
Combo	1000	900	800	700	Easy
Combo	1200	900	600	300	Normal
Combo	1800	1500	1200	900	Hard
Combo	2000	1800	1600	1400	101% Hard
Damage	400	600	1000	2000	Very easy
Damage	400	600	1000	2000	Easy
Damage	400	600	1000	2000	Normal
Damage	800	1200	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

With the item roundup complete, go back through the cave to the torches in the first area and start lighting them up.

Tip

If you’ve managed to unlock Poseman, typically after your first playthrough, you can speed your way through this section, as he permanently has a flame effect tied to his Unite Hand and can light the torches as soon as you’re in range of them.

Mission 1

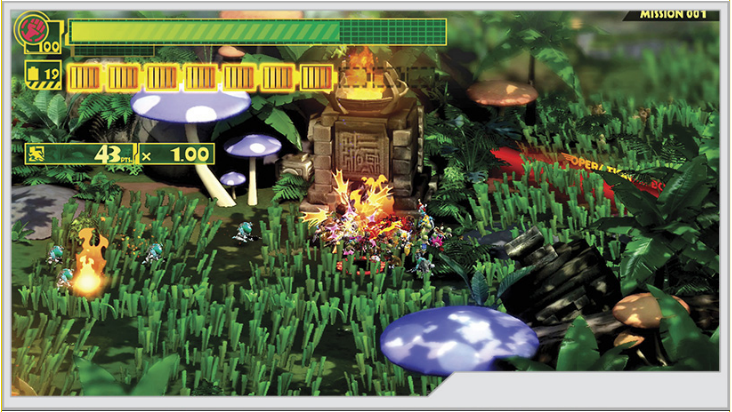
Medal Requirements

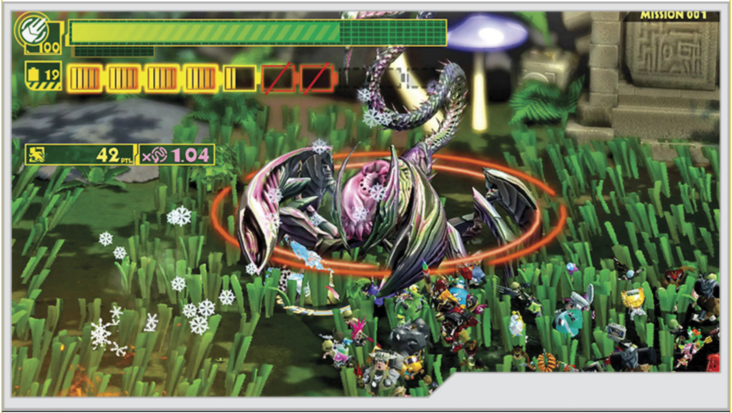
Enemies Present (Very Easy–Normal)

Wave 1: Dough-Goo x9, Chew Dough-Goo

Wave 2: Dahkarts

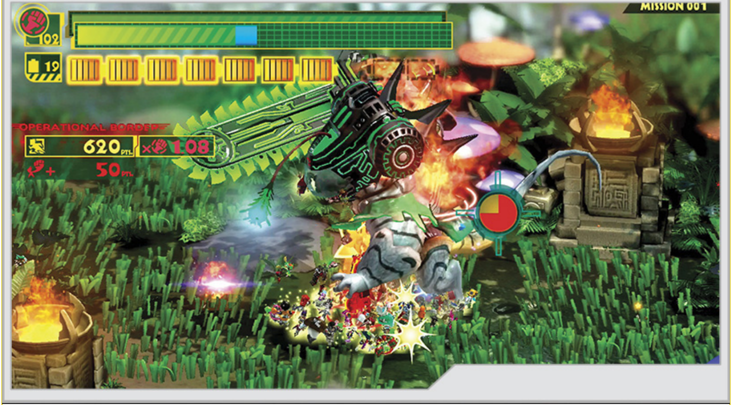
Enemies Present (Hard–101% Hard)
Dough-Goo x9, Ankho

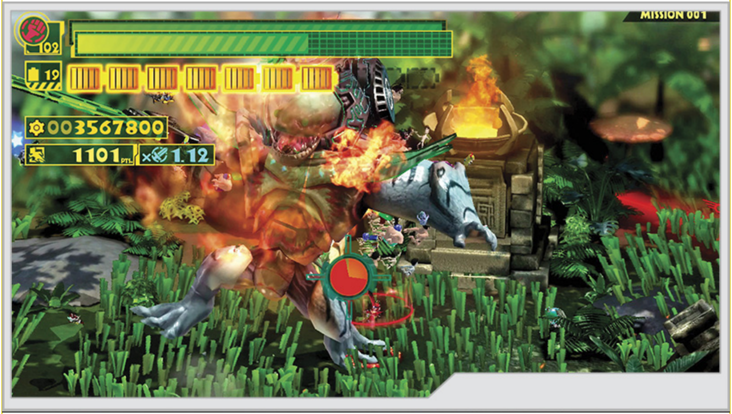




After lighting the first torches close to where the tram arrives, you are ambushed by GEATHJERK forces. Even with the grass cut, what's left has a habit of concealing the Dough-Goo and their ranged blaster attacks. The wide range of the Unite Sword can be handy here.

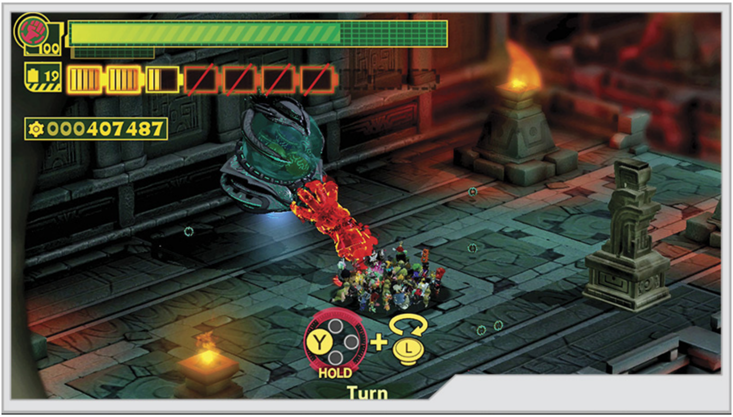
Hard and 101% Hard Mode





Space is limited in this arena, thanks to the sheer size of the Ankho. Fortunately, you can really put the screws to it with a fire-enhanced Unite Hand on the flanks. You should have at least three torches to draw fire from, and the Ankho spawns at the center of all three.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:10	1:30	2:00	Very easy
Time	1:00	1:10	1:30	2:00	Easy
Time	1:00	1:10	1:30	2:00	Normal
Time	1:00	1:20	1:40	2:00	Hard
Time	1:00	1:20	1:40	2:00	101% Hard
Combo	600	500	400	300	Very easy
Combo	800	700	600	500	Easy
Combo	1000	800	600	400	Normal
Combo	1500	1300	1100	900	Hard
Combo	1700	1500	1300	1100	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



The door to the temple will open after you light all the torches. You can destroy a lot of the objects in the hall for space fruit and O-Parts.

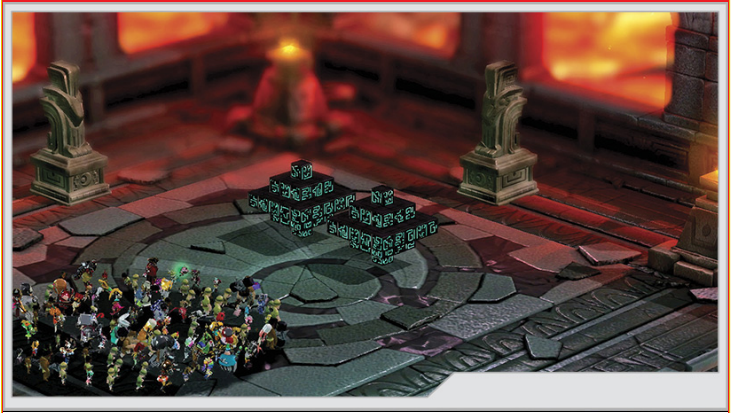
Mission 3

Medal Requirements

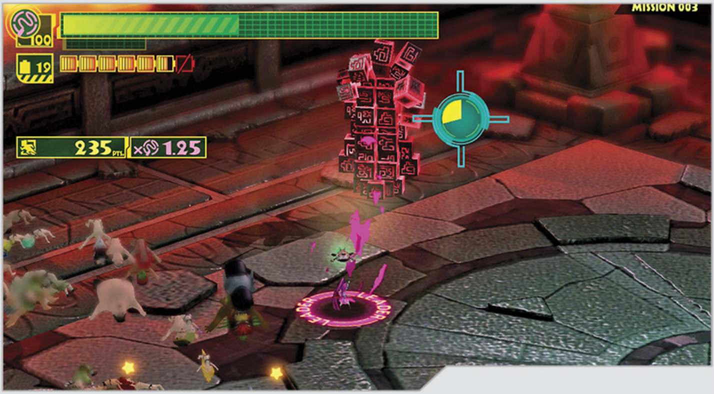
Enemies Present (All Difficulties)

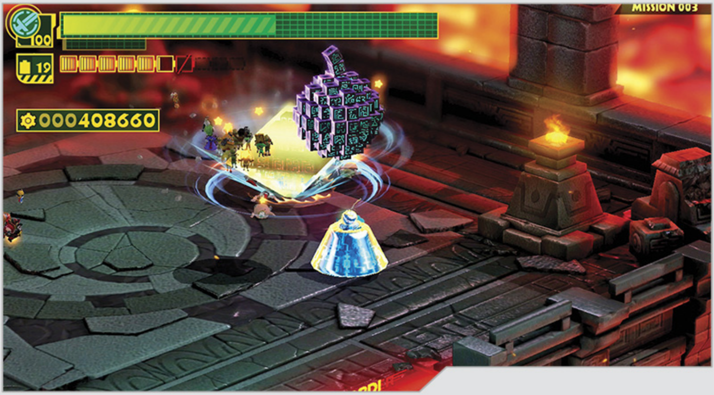
Koh-Tumeekey x2

GEATHJERK Encounter: Koh-Tumeekey

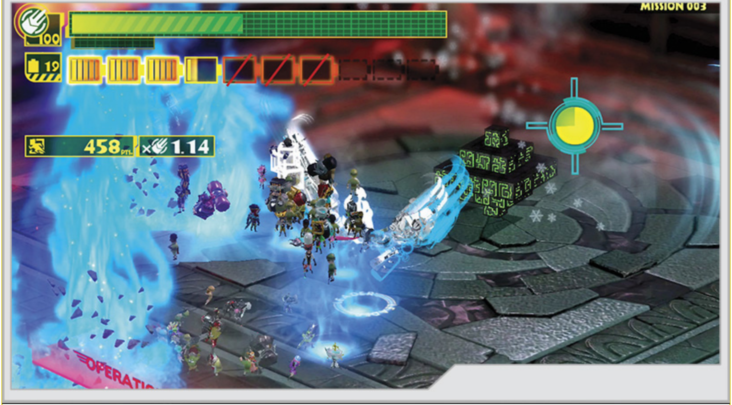


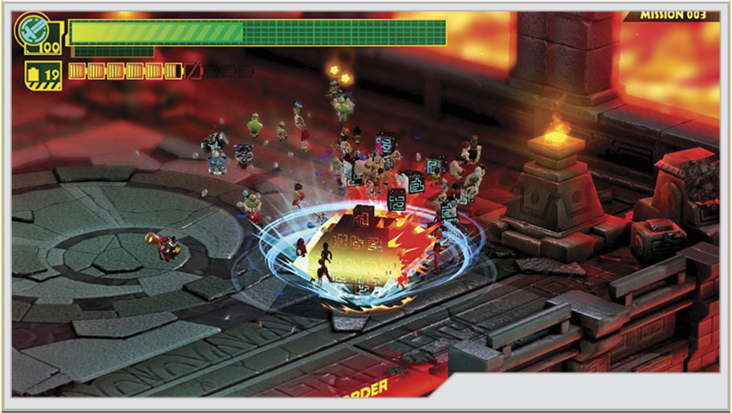
A strange collection of blocks, the Koh-Tumeekey start out shaped like an octahedron but quickly reveal the ability to analyze and re-create different shapes in order to attack their enemies. This offensive capability is disturbingly similar to the Wonderful 100's Unite Morph ability.



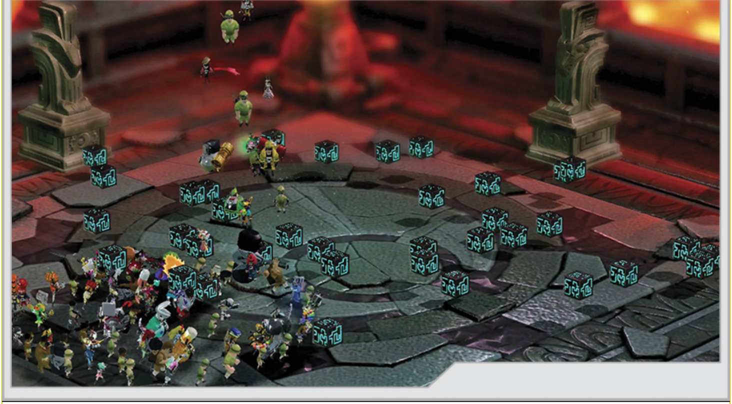


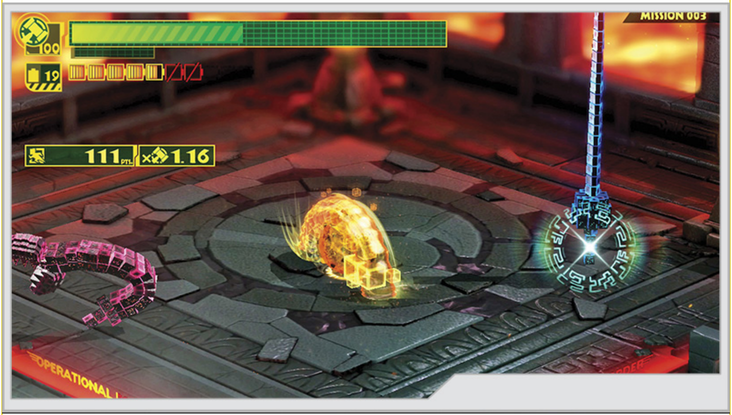
Koh-Tumeekey generally attack in pairs, and they are adept at matching the Wonderful 100's Unite Morph abilities. The Koh-Tumeekeys can re-create every Unite Morph you have acquired up to this point in the game. However, it is possible to block their versions of Unite Hand and Unite Hammer with the Unite Guts ability, provided you have enough people on your team. First-timers will also see them turn into a spherical shape that looks like a bomb. When the Koh-Tumeekeys lob themselves at you in this form, get clear ASAP if you are not in position to "catch" them with Unite Guts; the ensuing blast will be highly damaging and slow your movements down significantly for a short time.





Koh-Tumeekey can also use lasers that start fire eruptions all around them. You can absorb these eruptions with Unite Hand. Lastly, Koh-Tumeekeys are capable of wrapping their combined octahedron form with a shield and using it to ram their targets at high speed.



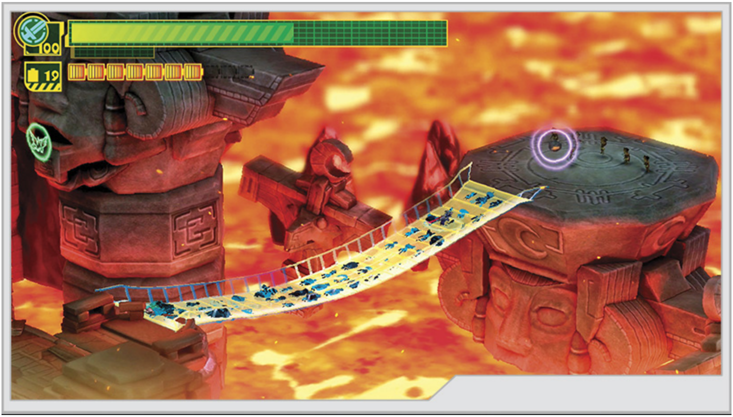


As a Koh-Tumeekey sustains damage, the blocks that comprise their form are destroyed individually. Additionally, taking a massive amount of damage in a short time, or being successfully blocked by Unite Guts, can cause the Koh-Tumeekey to “shatter,” its blocks spreading out over a wide area similar to what happens when you take damage while having a Unite Morph at the ready. You can also shatter a Koh-Tumeekey by using the same attack it has morphed into. Meet Sword with Sword, Hand with Hand, and so on.

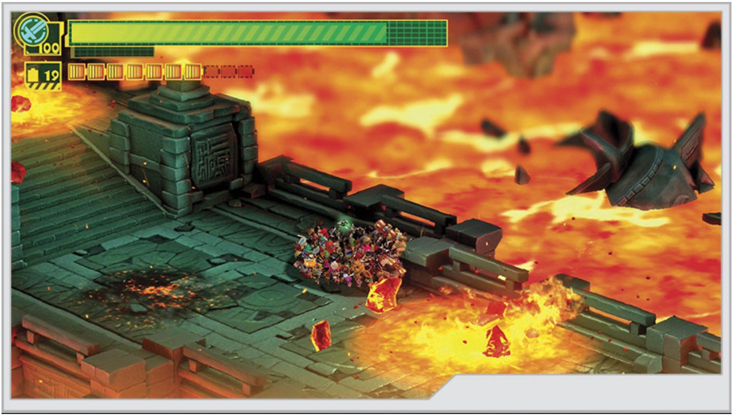
In this state, the individual blocks are extremely vulnerable and can be destroyed, though they will try to recompose into the octahedron form, replacing missing blocks with transparent copies to maintain the shape. You can slow this process by using Team Attacks to pin down individual blocks. Eventually, after too many blocks are destroyed, the Koh-Tumeekey cannot maintain a combined form, and you can hunt down the individual blocks that remain.

Fighting two Koh-Tumeekeys at once can be dangerous, as it can be difficult to defend against two different types of their morph abilities. In their combined forms, they can be fairly quick, which can make getting to safety difficult. During later encounters, after you acquire the Unite Bomb ability, it is possible to quickly weaken a Koh-Tumeekey by slowing them with the bomb, then hitting them with Team Attacks to initiate a stun. This has the additional benefit of making it easier to shatter a Koh-Tumeekey’s form.

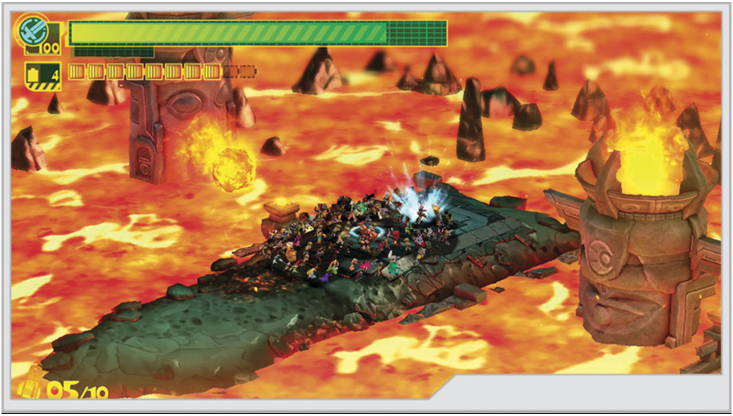
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:40	3:00	3:20	3:40	Very easy
Time	2:40	3:00	3:20	3:40	Easy
Time	2:40	3:00	3:20	3:40	Normal
Time	2:40	3:00	3:20	3:40	Hard
Time	2:40	3:00	3:20	3:40	101% Hard
Combo	800	600	400	200	Very easy
Combo	1100	900	700	500	Easy
Combo	1300	1100	900	700	Normal
Combo	1900	1600	1300	1000	Hard
Combo	2100	1800	1500	1200	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

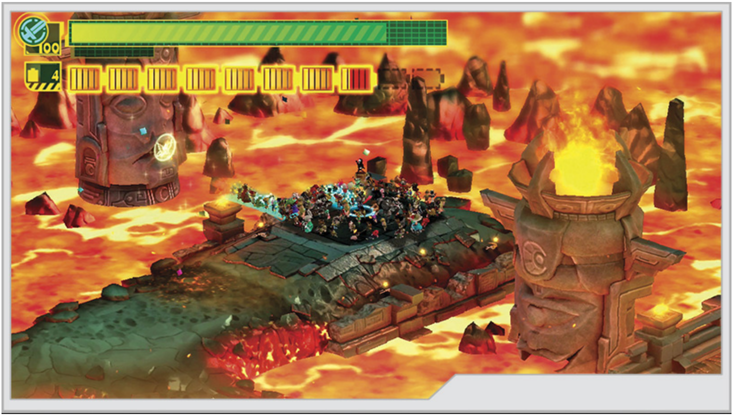


[6] Upon finishing Mission 3, travel down the ramp and send a Wonder-Liner into the mouth of the statue on the right side of the path to recover Wonderful Figure No. 67. A short distance from that statue, you can Unite Chain a bridge across the lava to a small platform leading to a Platinum Coin.

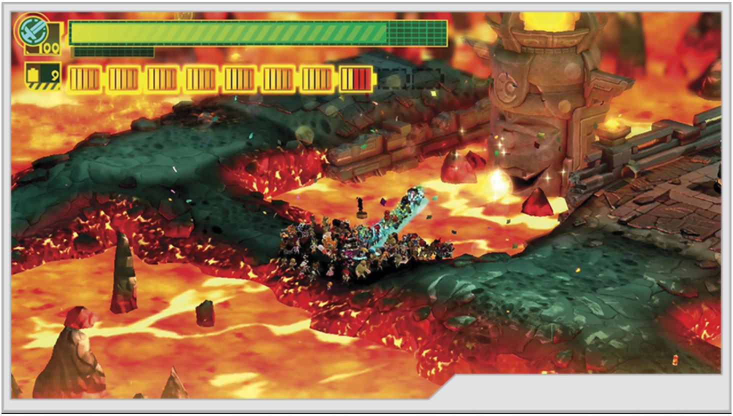


Be careful as you advance down the walkway, as chunks of lava fly onto it and can burn you severely for a short while after impact with the walkway. Go around or over any such impacts until they dissipate.

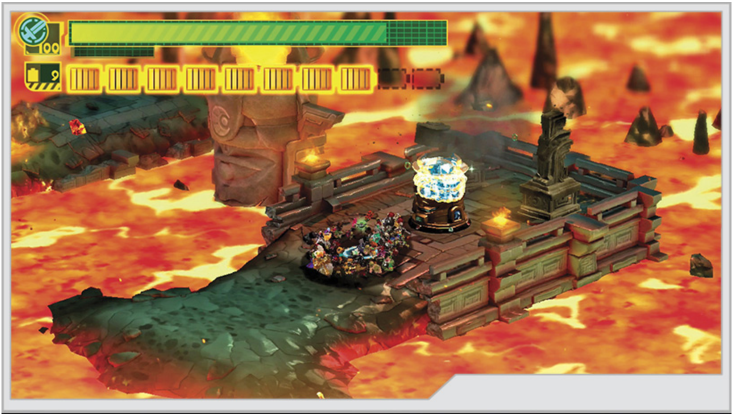




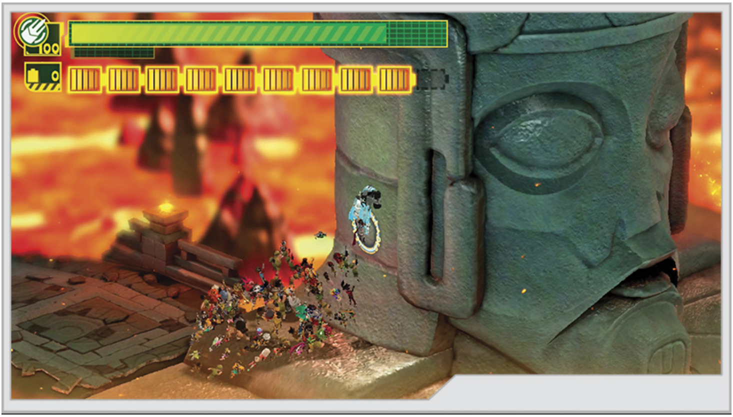
[7] The lava rises and falls here, covering up the path you must take. Don't miss Wonder-Measure, who awaits you on a side platform. Across from him in the lava is another statue; send a Wonder-Liner into its mouth, revealing Wonderful Figure No. 31.

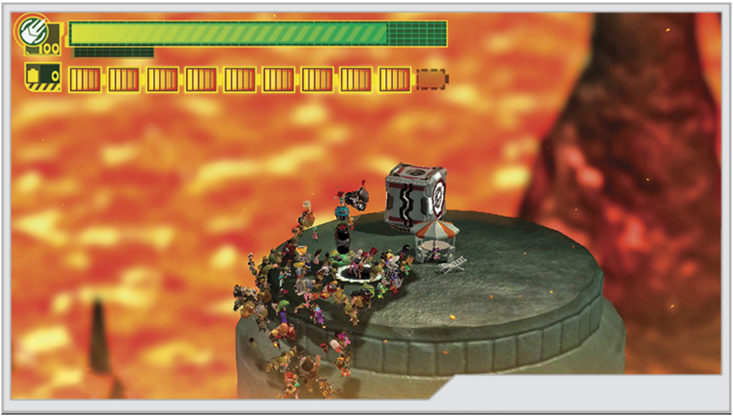


[8] Not far from Wonder-Measure is another small path where the lava overflows. To the right of it is another statue mouth that can be blocked off by lava. If you're fast, you can send a Wonder-Liner into it to recover Wonderful Figure No. 87.



[9] There is a small treasure chest next to where you recover Wonderful Figure No. 87 that appears to be broken. Repair it with a Wonder-Liner for another Platinum Coin.





As you leave the lava behind, you encounter a massive statue [10]. Climb this with Unite Claw. At the top is a white supply box with a useful food item and the hero Wonder-Music.

Mission 4

Medal Requirements

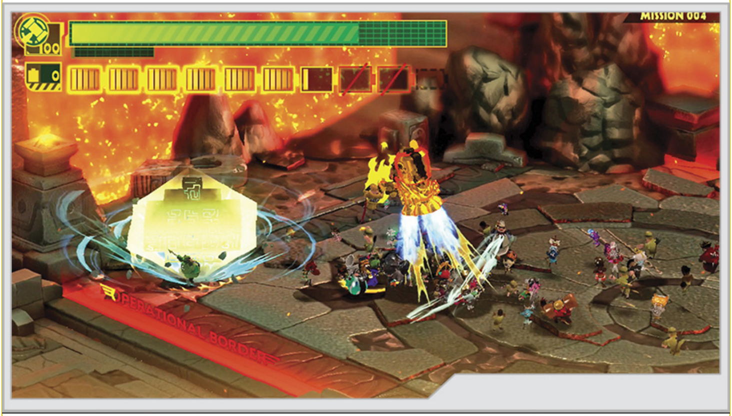
Enemies Present (Very Easy–Normal)

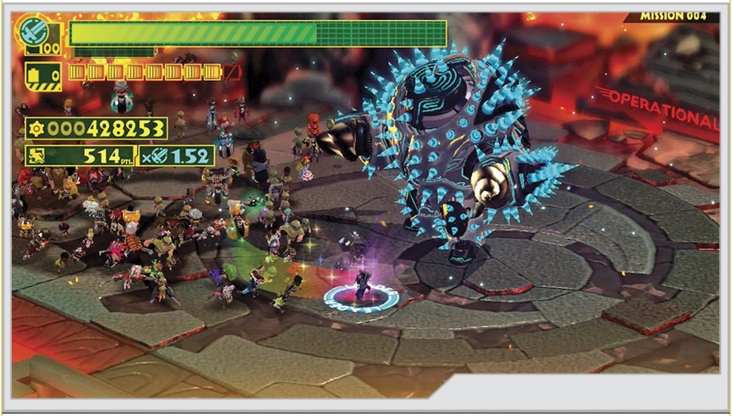
Wave 1: Koh-Tumeekey

Wave 2: Gedie Dough-Goo

Enemies Present (Hard–101% Hard)

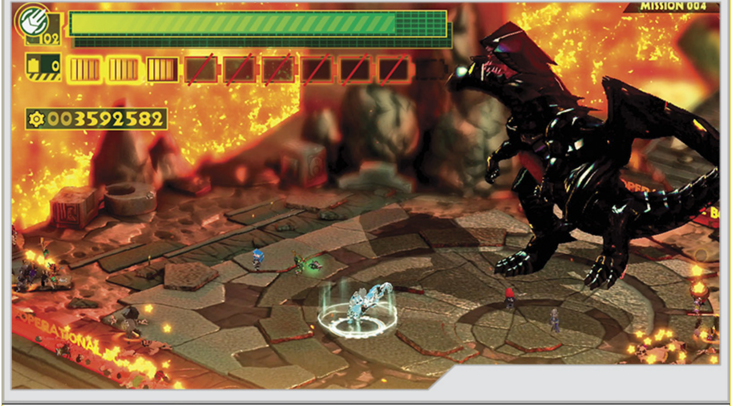
Hah-Gonay

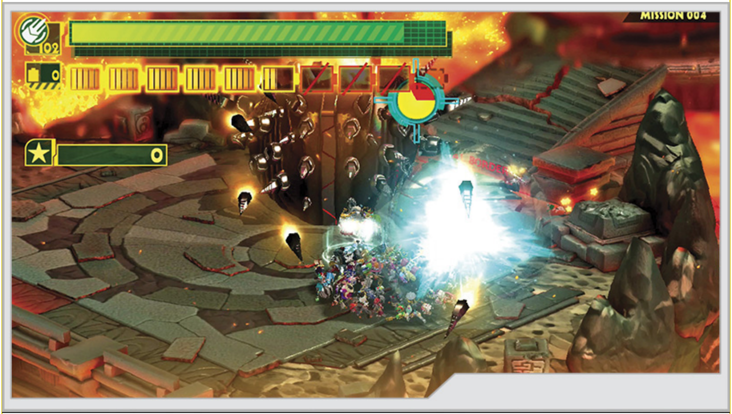




A lone Koh-Tumeekey is much less of a hassle than two at once. The Gedie Dough-Goo that takes its place upon defeat is a bigger problem.

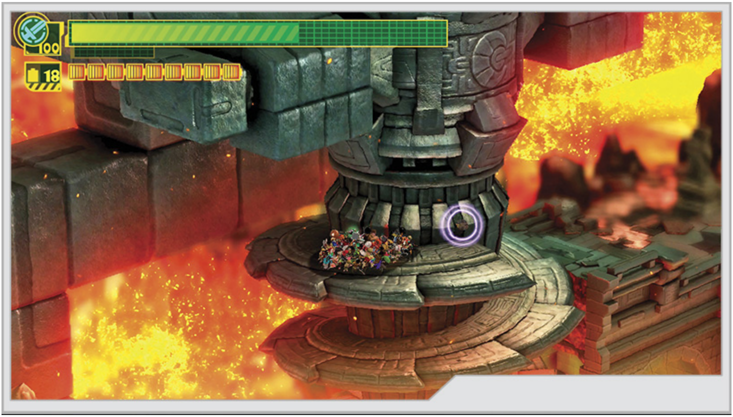
Hard and 101% Hard Mode



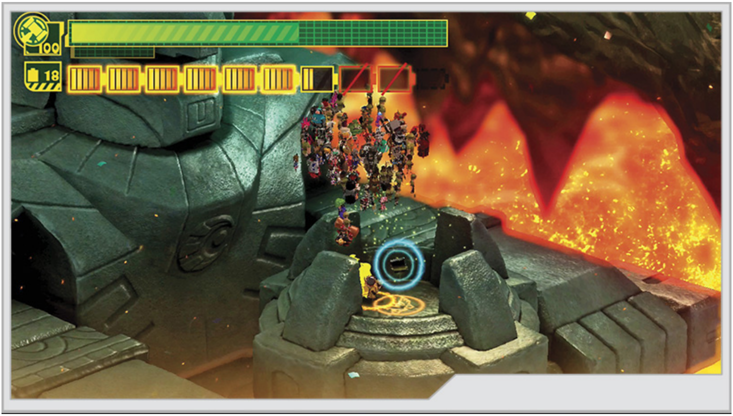


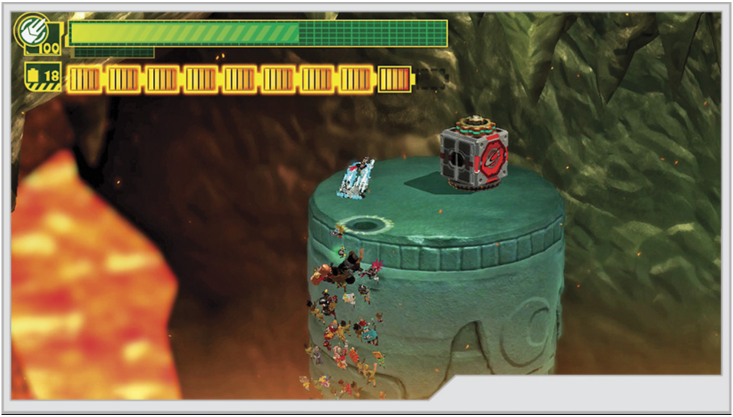
The arena here is small enough that it can be hard to pull away from a Hah-Gonay's tail swipes. Try to stun it by countering an attack with Unite Guts, and work on the largest combo you can manage. The requirements for Platinum on the higher difficulties are quite strict for only giving you a single enemy to work with.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:30	2:50	3:10	3:30	Very easy
Time	2:30	2:50	3:10	3:30	Easy
Time	2:30	2:50	3:10	3:30	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	2:00	2:20	2:40	3:00	101% Hard
Combo	700	600	500	400	Very easy
Combo	1000	900	800	700	Easy
Combo	1200	900	600	300	Normal
Combo	3000	2500	2000	1500	Hard
Combo	3500	3000	2500	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

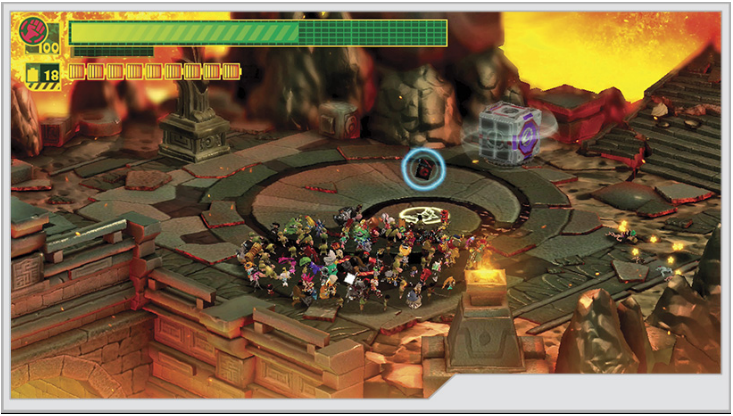


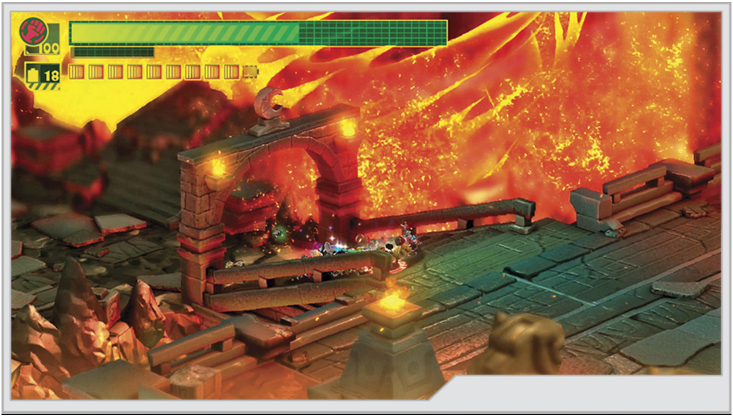
After Mission 4, you come across a defunct drill sticking out of the lava near another of the massive statues. Follow it to its highest point to retrieve a Platinum Coin.





You're not done yet with this statue. Climb up it, recruiting the civilians on its arms. You can also Unite Hammer the center of the gourd it is holding for GEATHJERK File No. 20. You can also keep climbing to the top of the statue's head to snag an item from the red supply box placed there.





Drop back down to the drill, and continue into the temple. You'll see a shining circular shape on the floor that you can trace with a Wonder-Liner for GEATHJERK File No. 45. A black supply box is spinning away near this item, but you can't open it without Unite Bomb. If you try to continue forward, you'll see that another one of the drills is hard at work, blocking your progress. Take the route to the right [11] to reach another section of the temple.

Mission 5

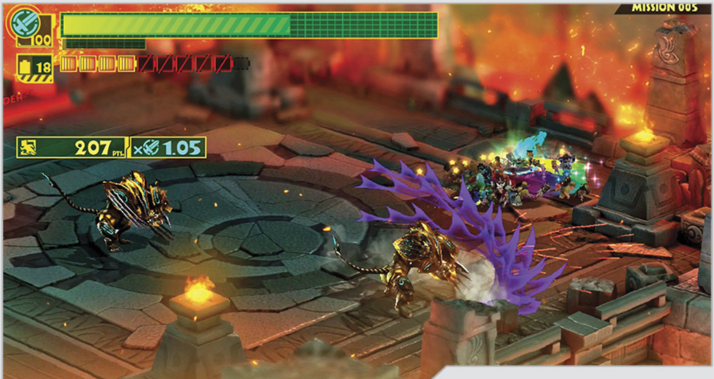
Medal Requirements

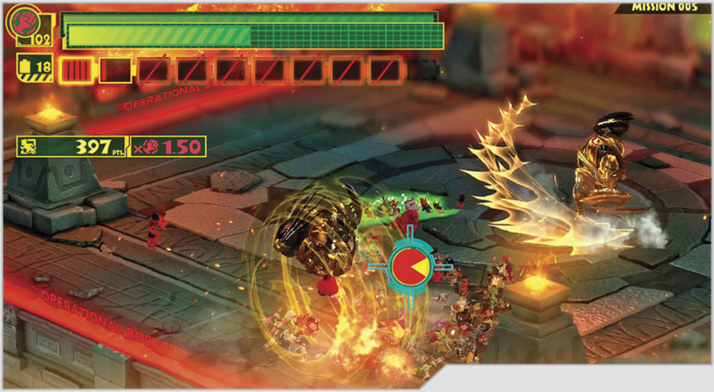
Enemies Present (All Difficulties)

Doora x2

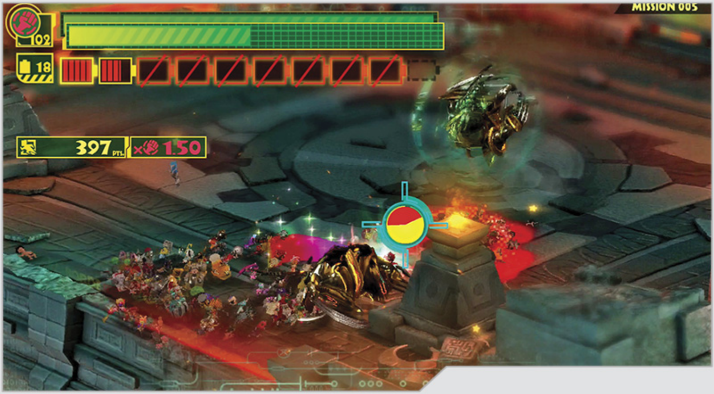
GEATHJERK Encounter: Doora

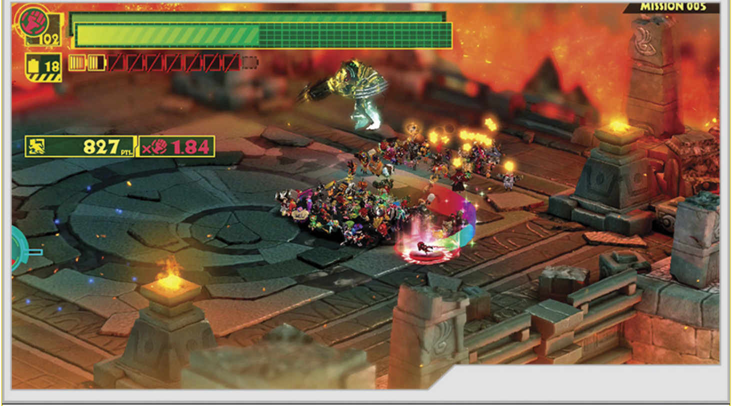
Despite their relatively small size compared to other GEATHJERK weapons, the Doora stands as one of the more potent threats to the Wonderful 100. Dooras are agile and strong melee-focused combat units. The Doora units are considered to be the elite Jerks among the elites and are known for their highly aggressive tactics that leverage the best qualities of the combat armor against their targets.



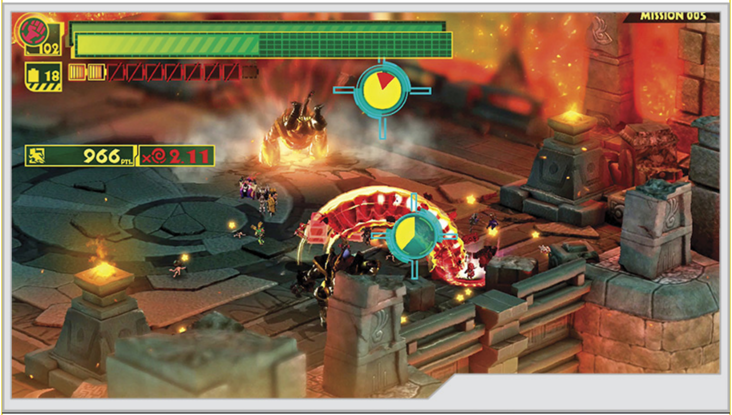


Dooras are specifically designed to punish recklessness. Their speed keeps them easily ahead of anything you do, and when you do manage to catch them (or they inevitably come to you), they can stop melee attacks with their ability to counter.

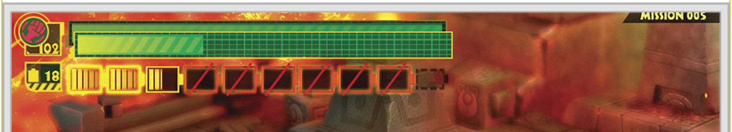


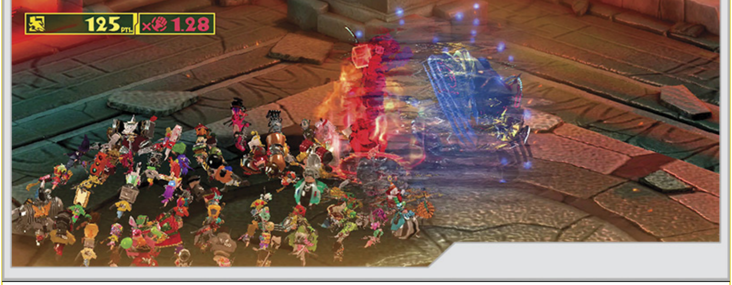


Dooras employ multiple types of melee attacks. Either they use repeated swipes or single swipes of their claws for targets directly in front of them. Additionally, with their great speed, the Dooras use leap attacks that can be very hard to react to if they are too close. You can generally see these jump-kicks or flying tackles coming if they start sprinting directly at you.

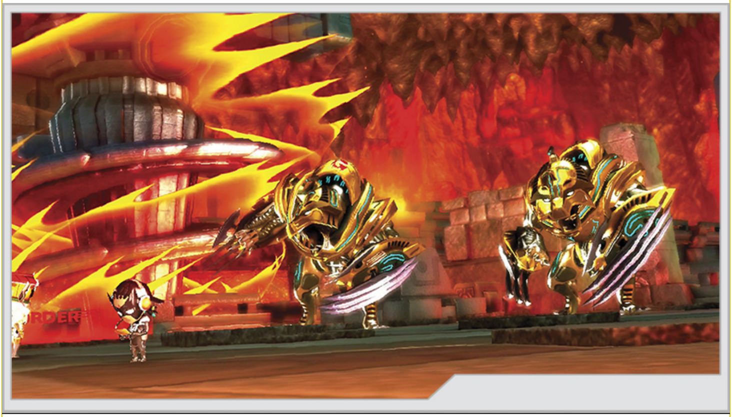


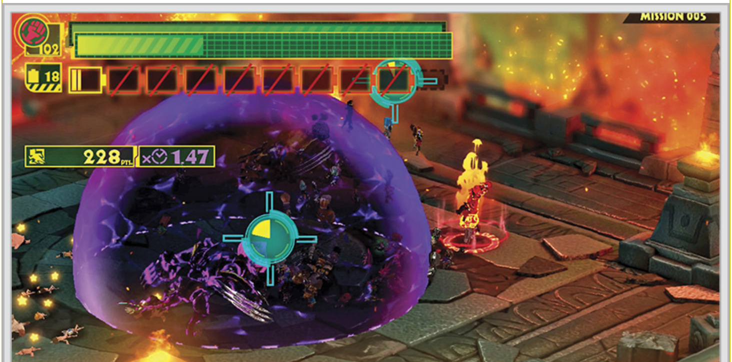
Doora melee attacks can cut through Unite Guts, so one of your major defensive options is off the table. You can use Hero Counter if you've purchased it. This is difficult to time, and it might be safer to simply use Unite Spring combined with Hero Time (when you can purchase it) to slow them down. Team Attacks can eventually stun them, but the Dooras tend to shake off Wonderful Ones very quickly, particularly whenever they dash or attack.

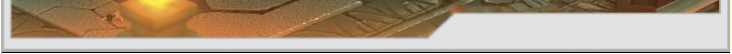




Unfortunately, the Dooras also employ a short-term cloaking device, and when combined with their great speed, it looks as though they are teleporting. First-time players will definitely feel as though the game is trying to run circles around them.







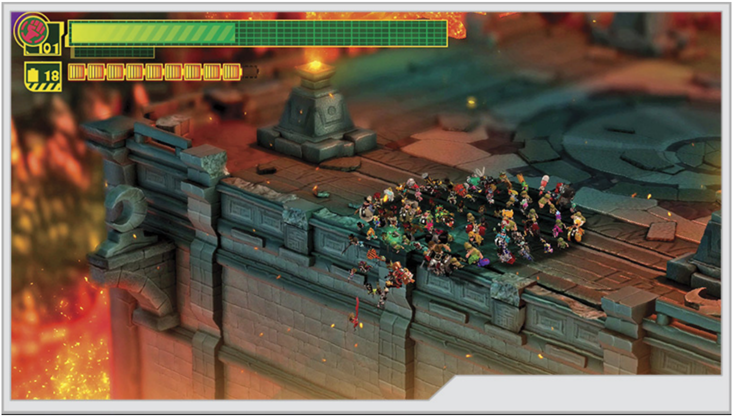
Fortunately, this is the battle that introduces new players to Wonder-Black and his Unite Bomb ability. A large enough Unite Bomb can encompass the majority of the arena, slow down the Dooras, and pull them out of their cloak effect. You can then stun them with Team Attacks, assuming they aren't currently in the middle of an attack when slowed down, and from there they become completely vulnerable to everything in your arsenal.

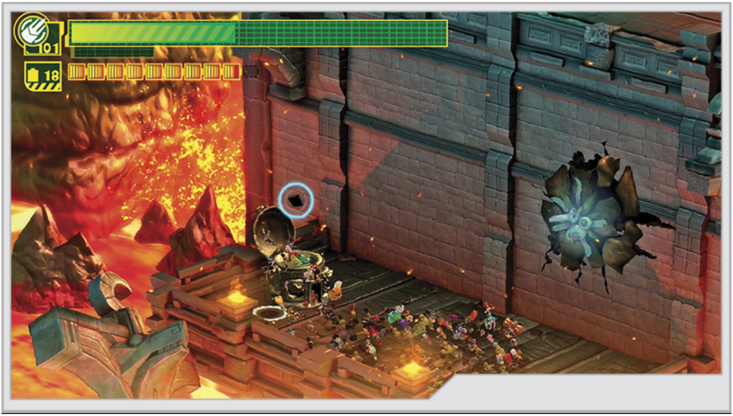
It's best to try and focus on one at a time. While the target Doora is stunned from Team Attacks, you should launch it for an air combo. If you launch it high enough, you'll be out of reach of any buddies it has on the ground that don't have ranged attacks or the height to reach you. You can also lift and slam a stunned Doora with the Unite Whip, or toss one after wrapping a Wonder-Liner around it, but these moves end the stun and aren't good ways to guarantee finishing them off.

Tip

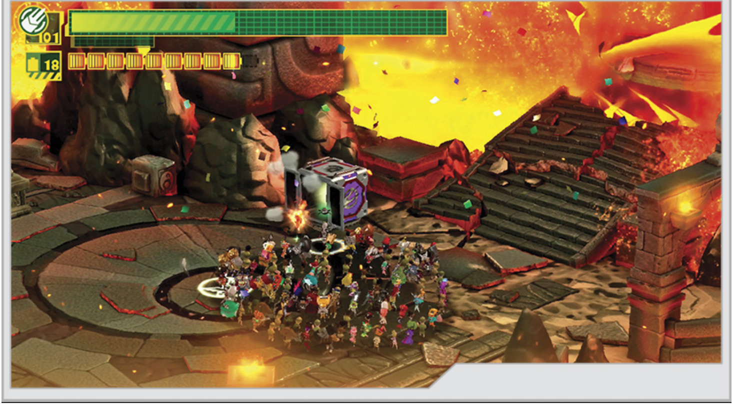
New players reaching this point now have all of the powers needed to start going back through the previous operations and retrieve any items they could not obtain before due to a lack of certain abilities. It is highly recommended that you do a cleanup run of those prior levels if you haven't done so already.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:10	2:30	Very easy
Time	1:30	1:50	2:10	2:30	Easy
Time	1:30	1:50	2:10	2:30	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	2:00	2:20	2:40	3:00	101% Hard
Combo	1500	1200	900	600	Very easy
Combo	2000	1800	1600	1400	Easy
Combo	2500	2000	1500	1000	Normal
Combo	3700	3200	2700	2200	Hard
Combo	3700	3200	2700	2200	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





After cleaning up the Dooras, you can jump off the left side of the arena down to a ledge above the lava. This place has a Wonderful Toilet containing GEATHJERK File No. 21.



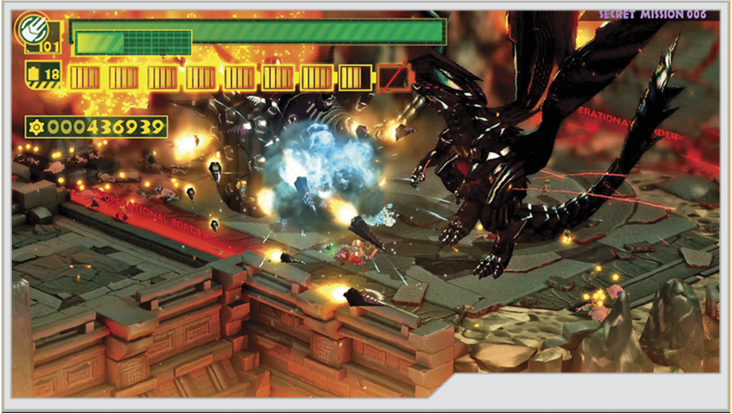
Secret Mission 6 is now available back at the Mission 4 location. On the way there, you can open up that black supply box for a Hero Heart Fragment.

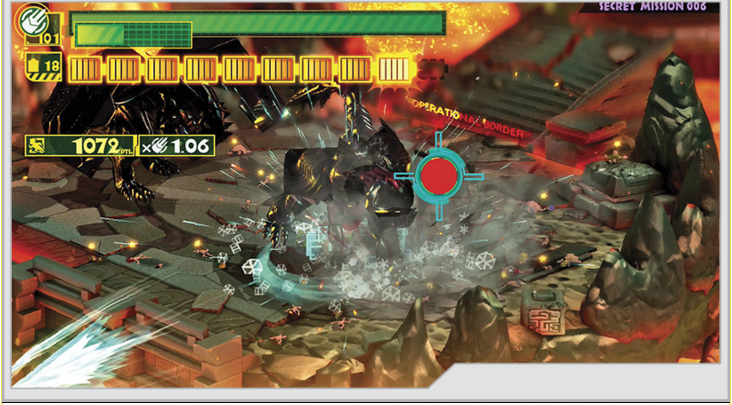
Secret Mission 6

Medal Requirements

Enemies Present (All Difficulties)

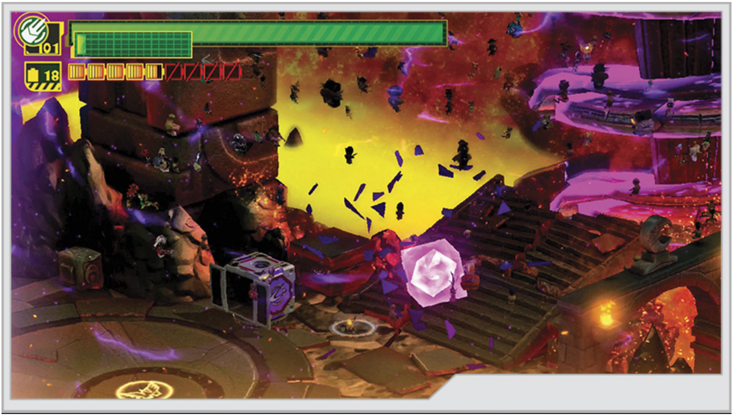
Hah-Gonay x2

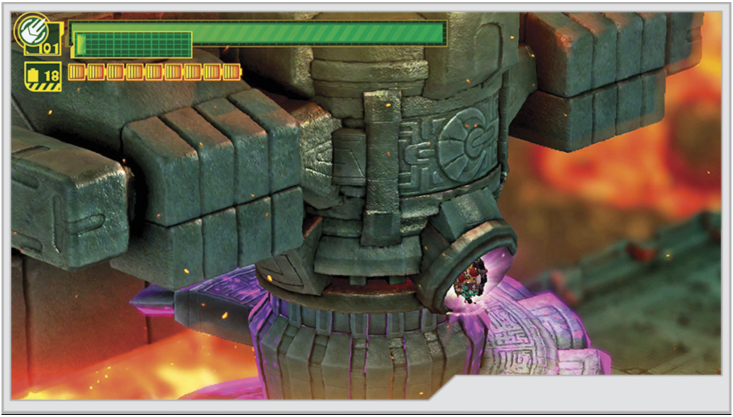




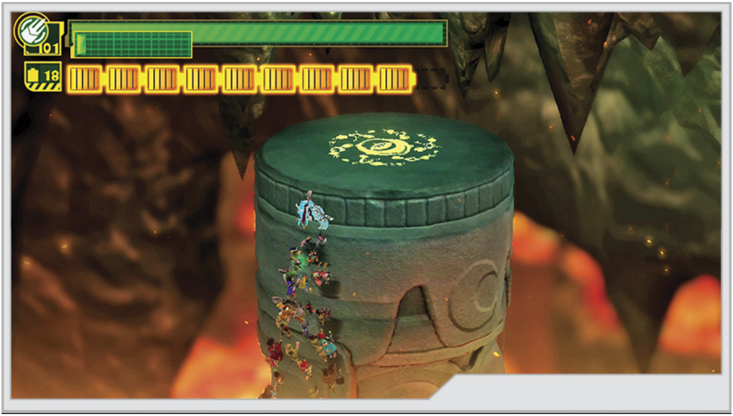
Two Hah-Gonay in close quarters can be a real problem, but the Unite Bomb can easily catch both. Consider using Unite Camp before entering the area to boost your Unite Morph capabilities. Unite Bomb both Hah-Gonay, then switch to Unite Claw and try to freeze both targets, if possible. Continue applying Unite Bombs as necessary, and throw out Team Attacks to assist with Unite Gauge regen.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:40	2:00	2:20	2:40	Very easy
Time	1:40	2:00	2:20	2:40	Easy
Time	1:30	1:50	2:20	2:40	Normal
Time	1:30	1:50	2:20	2:40	Hard
Time	1:30	1:50	2:20	2:40	101% Hard
Combo	1800	1500	1200	900	Very easy
Combo	2500	2000	1000	500	Easy
Combo	3000	2000	1000	500	Normal
Combo	4500	4000	3500	3000	Hard
Combo	4500	4000	3500	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





[12] Make your way back to the spinning drill from before. You can toss a large Unite Bomb at it to slow it down and cross to the other side. However, climb to the top of the drill, and jump into a duct located there. This will take you up to this statue's arms, where you can recruit Wonder-Fruit to the team.



Next, climb up to the top of this statue's head to find a portal to Kahkoo-regah.

Secret Mission 7

Medal Requirements

Enemies Present (Normal)

Ankho

Enemies Present (Hard–101% Hard)

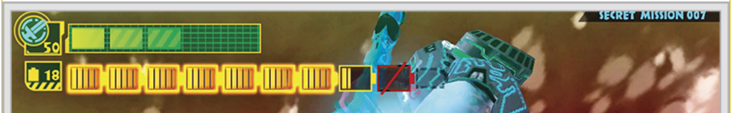
Tumeekey

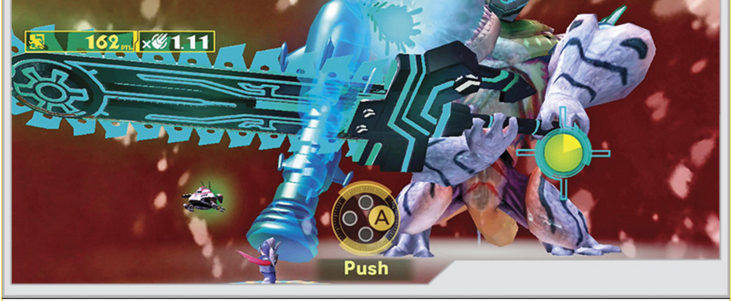
Rewards for Completion

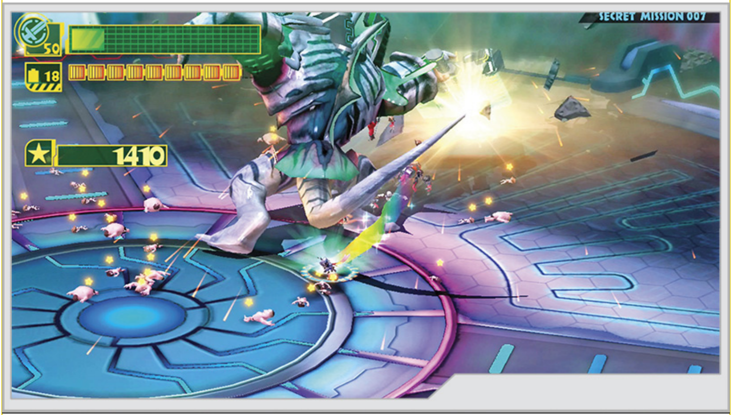
Normal Mode: Figure No. 9 Wonder-Beetle

Hard Mode: Figure No. 8 Wonder-Clean

101% Mode: Figure No. 7 Wonder-Black



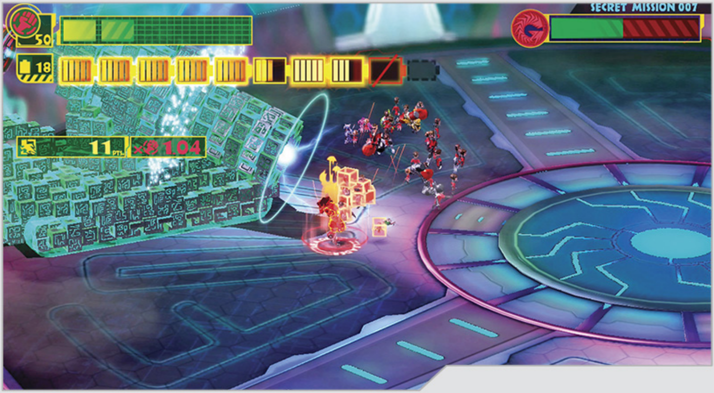




Lock the Ankho down as much as possible with a combination of Unite Bombs and frontal assaults to keep it parrying. You can only take so many hits during these challenges, and an Ankho can rack up those hits very fast. For backup, consider equipping Hero Sense to give you a better chance of evading harm while maintaining the offensive.

Hard and 101% Hard Mode

50
18
800 PTS.
×1.20
SECRET MISSION 007



If you've reached this portal on this difficulty, you've already fought a full-sized Tumeekey before, and the strategies for it do not change. As with the Ankho on the lower settings, if you make a single mistake, the Tumeekey can put you in a very bad situation within seconds. Counter what you can, and exploit all moments where the Tumeekey has been shattered. The time limit for Platinum is especially harsh if the Tumeekey doesn't cooperate and present opportunities to get stunned or shattered.

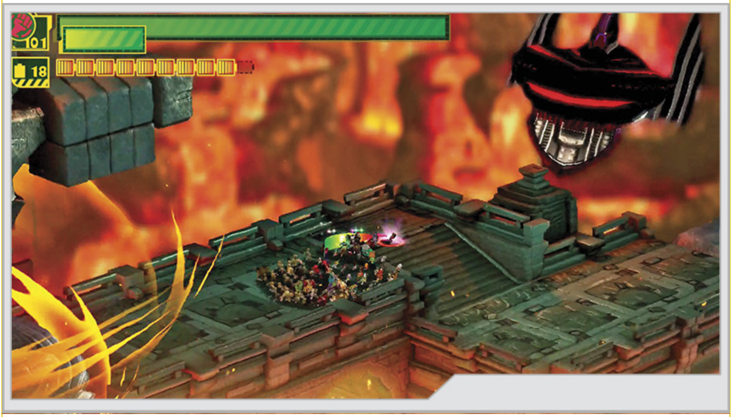
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	9:00	9:30	10:00	10:30	Normal
Time	9:00	9:30	10:00	10:30	Hard
Time	9:00	9:30	10:00	10:30	101% Hard
Combo	2500	2000	1500	500	Normal
Combo	4000	3000	2000	1000	Hard
Combo	4000	3000	2000	1000	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard

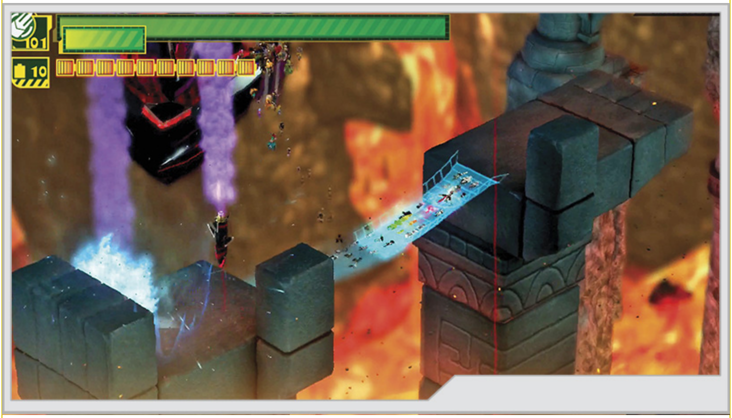
Mission 8

Medal Requirements

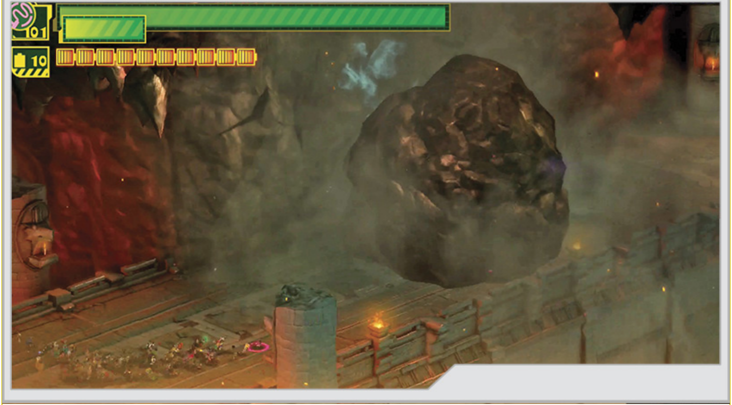
Enemies Present (All Difficulties)

Meizerr

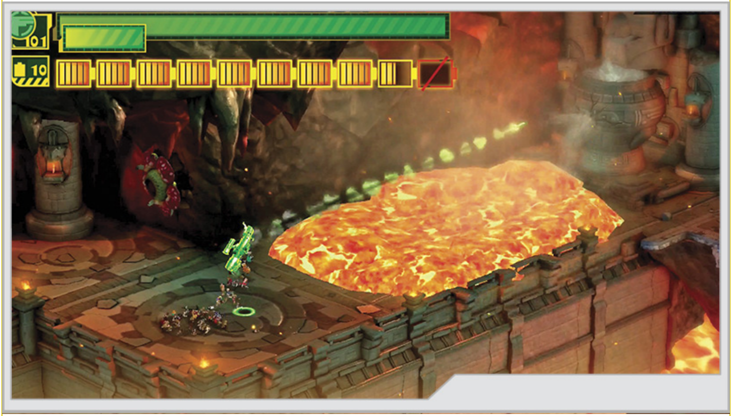


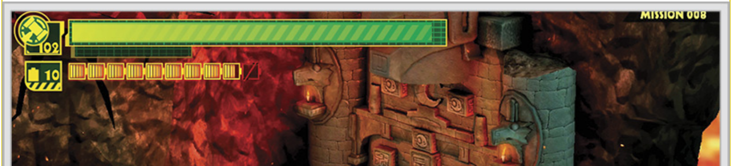


Vorkken's ship suddenly swoops in as you continue beyond the lava drill, bombarding the walkway you're on with missiles. You have to outrun a series of barrages from the ship while navigating the collapsing terrain as quickly as possible, climbing up pillars, bridging gaps with Unite Chain, and even using Unite Whip as it becomes necessary.

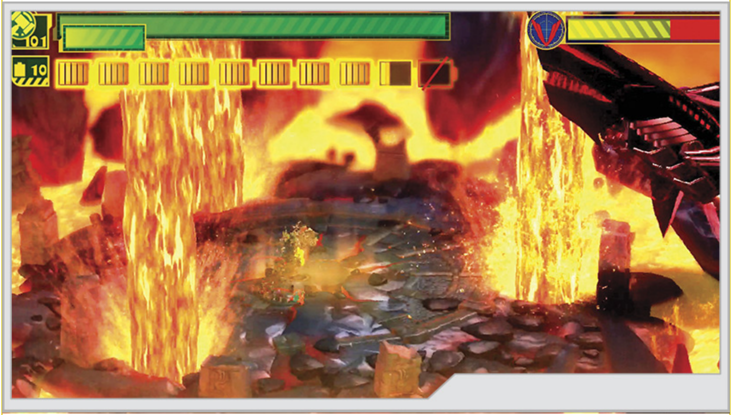


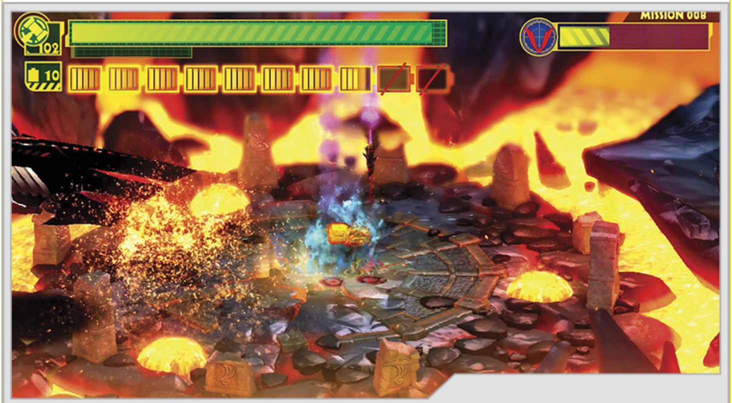
After you get across a series of collapsing walkways, missiles will cause a massive boulder to crash onto the path you're on. Switch to Unite Hand and punch the problem aside [13].





Not long after the boulder, a lava flow covers another part of the path [14]. To douse it, switch to Unite Launcher and shoot the gourd on the lava's other side. Water will spill from it and let you cross. Don't run too quickly to the next section! Switch to Unite Hammer and pound on the spot the water gourd occupied to uncover Wonderful File No. 12.

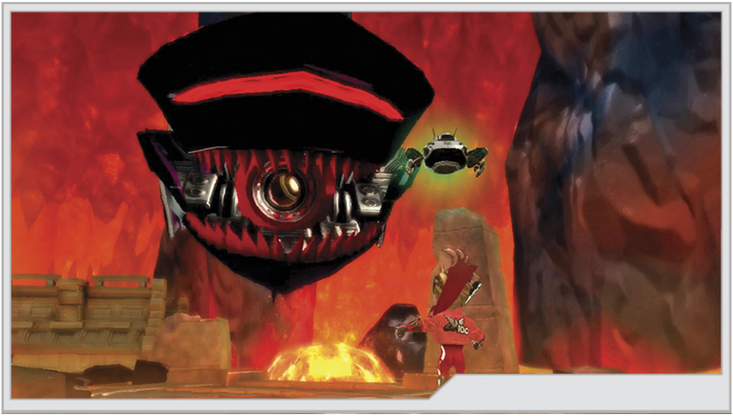


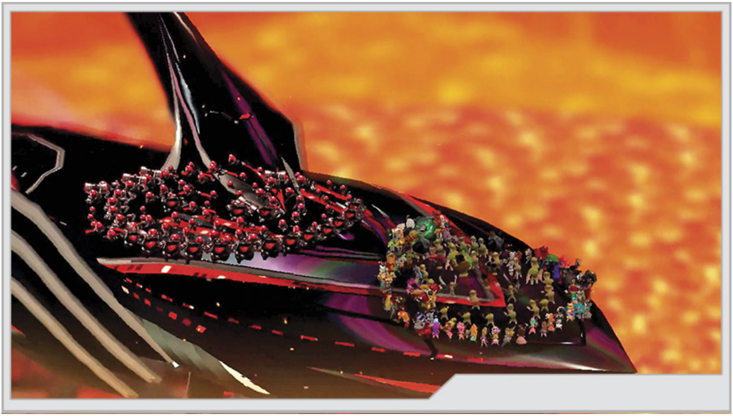


Keep moving forward until you reach a circular arena with a central pillar that you can hit with Unite Hammer [15]. Vorkken's ship circles the area, firing missiles at you. It's possible to block these barrages with Unite Hammer as well. You need to hit the central pillar to cause three spires of lava to shoot up around the area. These are clearly visible, so you only need to account for the delay on the hammer slamming into the pillar. If the ship is over any of those points when the hammer hits home, it will take damage.

This last bit of the mission takes more effort on higher difficulty settings, as the ship can sustain more damage before the next event begins.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:30	2:50	3:10	3:30	Very easy
Time	2:30	2:50	3:10	3:30	Easy
Time	2:30	2:50	3:10	3:30	Normal
Time	2:30	2:50	3:10	3:30	Hard
Time	2:30	2:50	3:10	3:30	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	200	400	600	Hard
Damage	0	200	400	600	101% Hard





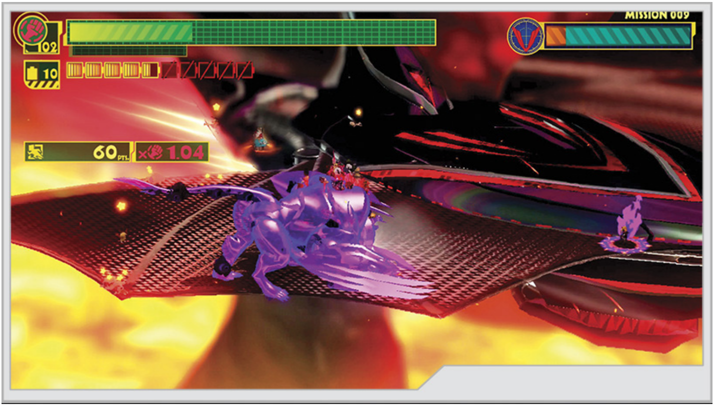
The Meizerr levels its main gun at your team, forcing you to Wonder-Jump out of danger and onto the ship. Round Three is at hand.

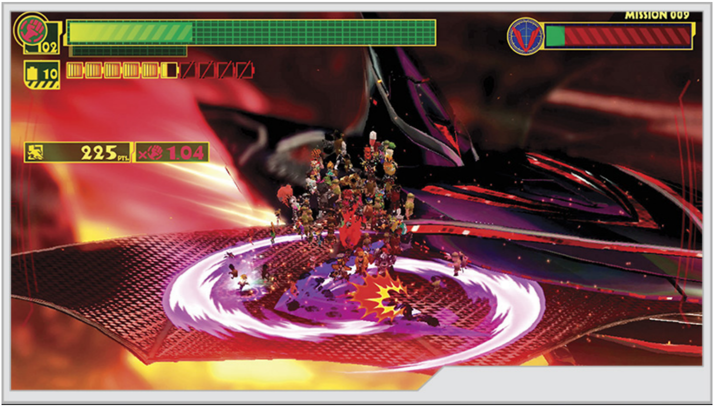
Mission 9

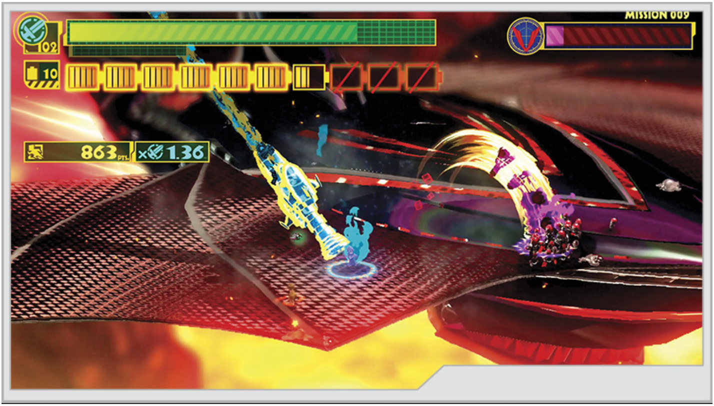
Medal Requirements

Enemies Present (All Difficulties)

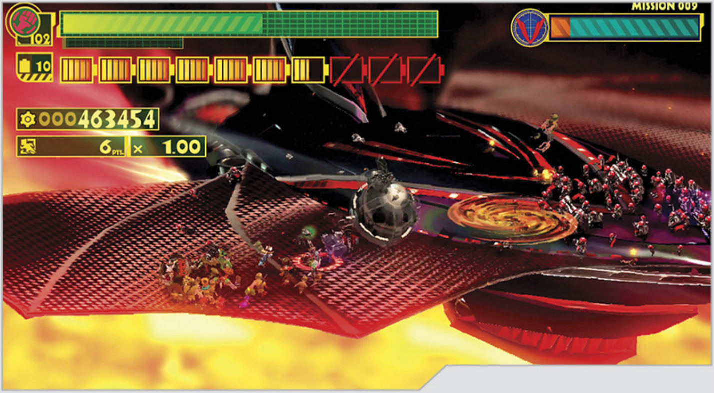
Vorkken, Chewgi





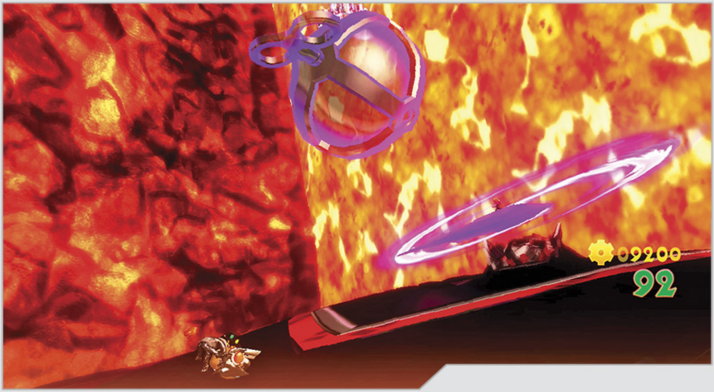


The overall mechanics of the duel against Vorkken have not changed significantly with this third round. He is as dangerous as ever, using all of the same tools that you've seen thus far. However, he now unleashes frequent Unite Bombs of his own, keeping pace with your own recent upgrade. You'll also see Chewgi form new Unite Morphs based on the Ankho and the Doora, both of which will use attacks that cannot be blocked with Unite Guts.

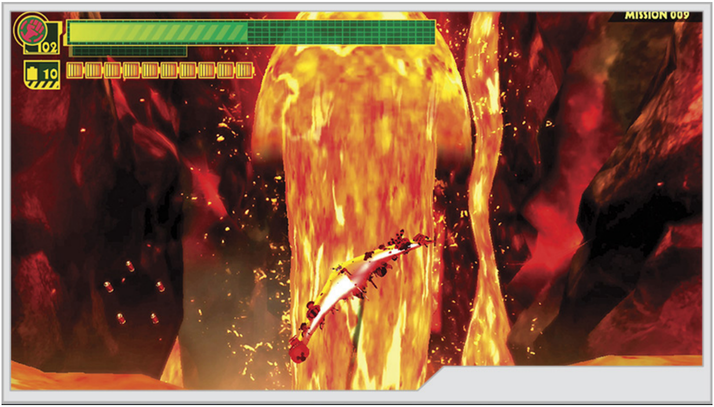


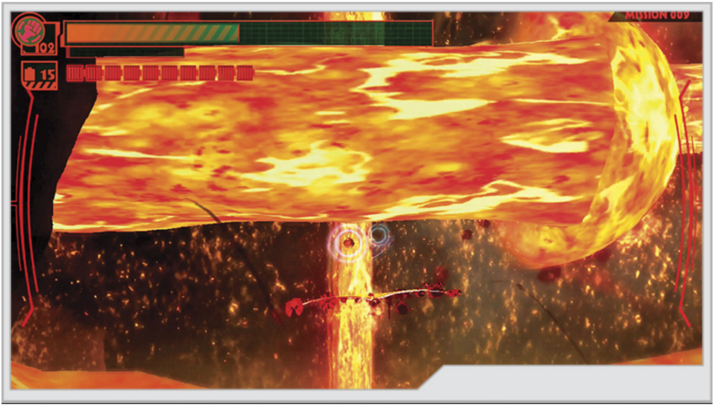
Chewgi will also start using his own melee weapon to further press the attack against the Wonderful 100. By spinning his naginata, he essentially locks down a portion of the ship's hull and can stop most of your attacks cold.

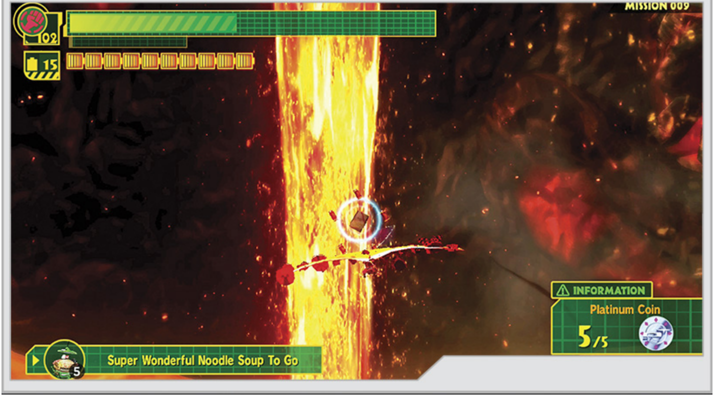
Despite the improvements to Vorkken's arsenal, so long as you properly execute the tactics you've used on the two previous encounters, you can still come out on top. Above all else, relax and focus. The Vorkken duels are among the longest boss battles in the game, each one longer than before. Custom Blocks like Hero Time and Hero Sense can help you get through a majority of Vorkken's shenanigans relatively unharmed, but success will depend primarily on your ability to properly counter what can be countered and exploiting the vulnerability that follows.



Of course, Vorkken, even in defeat, does not actually appear to have been beaten. After a series of dramatic events, you're forced to use Unite Bomb to defend yourself from the Prince's wrath. Immorta intervenes, but there is nothing more to be done but escape with the Unite Glider.







During this sequence, you must avoid the lava geysers spewing from the walls on the sides and from below. You also have to maintain good speed by periodically climbing and diving, as there is lava closing in from behind. During this flight, you'll have the chance to collect the fifth Platinum Coin and Wonderful File No. 13.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	7:00	8:00	11:00	14:00	Very easy
Time	6:00	7:00	8:30	12:00	Easy
Time	5:00	6:00	8:30	10:00	Normal
Time	6:00	7:00	8:00	9:00	Hard
Time	6:00	7:00	8:00	9:00	101% Hard
Combo	5000	4000	3000	2000	Very easy
Combo	5000	4000	3000	2000	Easy
Combo	5000	4000	3000	2000	Normal
Combo	6000	5000	4000	3000	Hard
Combo	7000	6000	5000	4000	101% Hard
Damage	0	5000	10000	15000	Very easy
Damage	0	5000	10000	15000	Easy
Damage	0	5000	10000	15000	Normal
Damage	0	5000	10000	15000	Hard
Damage	0	5000	10000	15000	101% Hard

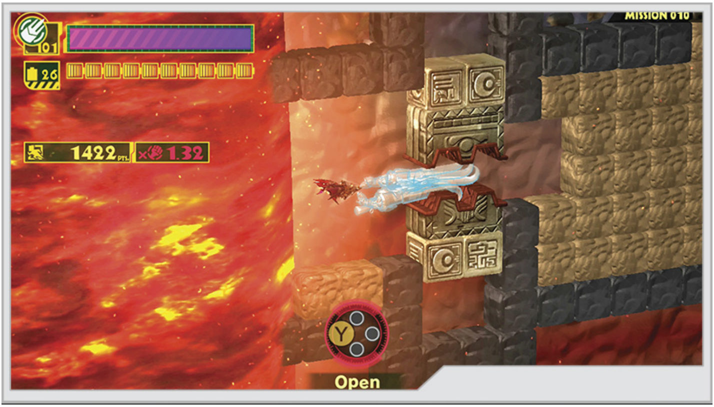
Mission 10

Medal Requirements

Enemies Present (All Difficulties)

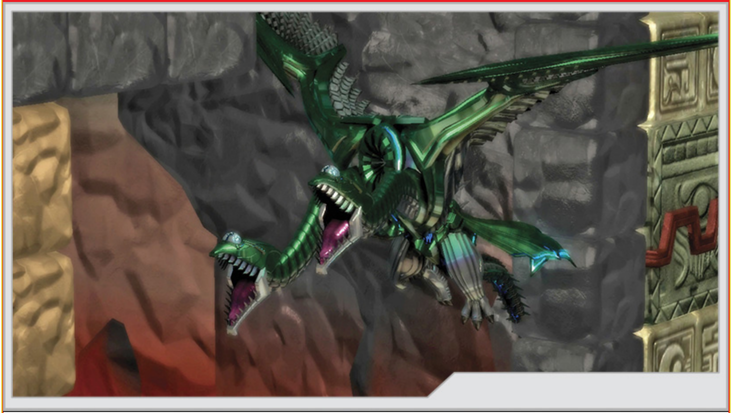
Doora, Kaizor Ohrowchee, Megang, Ankho, Hah-Gonay, Nyerk

MISSION 010
101
25
14 PTS.
×1.08
★+ 300 PTS.
Space Pepper
51

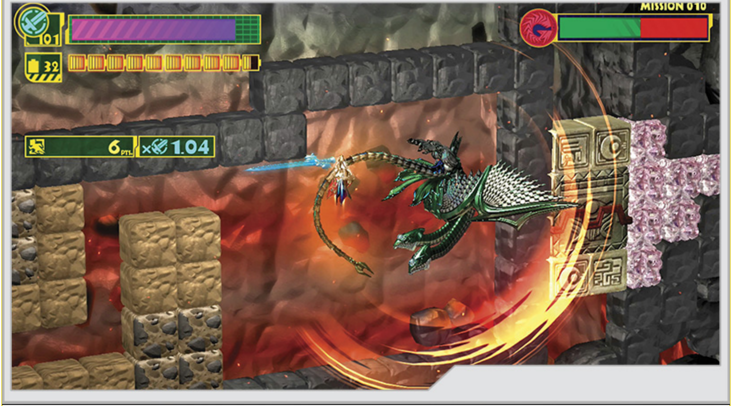


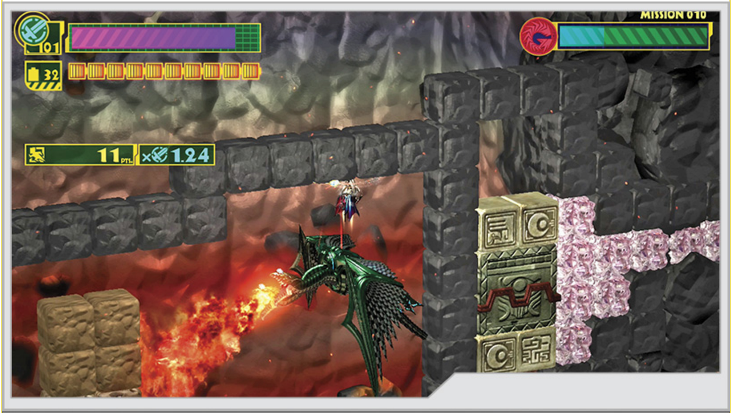
Upon reaching Immorta's ship, the Dakkar, it deploys a drill and the game shifts into a side-view perspective of the action. You must now control the Dakkar and drill it through the tunnels ahead. Before this mission properly begins, the controls will be shown onscreen. The Dakkar is capable of dashing and drilling through the various types of rock that stand in your way. Additionally, you can use the various Unite Morphs to attack enemies and help burrow faster. Additionally, certain sections of the tunnel will require you to use Unite Morphs to open doors. You have a hard time limit for this section: the lava flow that continues to fill up the volcano behind you. Fortunately, there are no important collectibles to worry about during this challenge.

GEATHJERK Encounter: Kaizor Ohrowchee



This beast is a full mechanical copy of the original Ohrowchee, and you fight it under very different circumstances from Laambo's pet. Acrobatic, the Kaizor Ohrowchee is capable of amazing aerial maneuvers to combat enemy spacecraft.





The boss of this mission, Kaizor Ohrowchee, can be a major obstacle if you stand in front of him and get tail-slapped or take fire balls to the face. Unite Sword can really cause heavy damage per swing, which is what you need as the lava is still chasing you. Once you defeat the Kaizor Ohrowchee, get through the final door and drill through the last bits of the corridor to successfully escape.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:10	3:30	3:50	4:10	Very easy
Time	3:10	3:30	3:50	4:10	Easy
Time	3:10	3:30	3:50	4:10	Normal
Time	3:10	3:30	3:50	4:10	Hard
Time	3:10	3:30	3:50	4:10	101% Hard
Combo	5000	4000	3000	2000	Very easy
Combo	5000	4000	3000	2000	Easy
Combo	5000	4000	3000	2000	Normal
Combo	6500	5500	4500	3500	Hard
Combo	8000	7500	7000	6500	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	100	200	300	Hard
Damage	0	100	200	300	101% Hard

Mission 11

Medal Requirements

Enemies Present (Very Easy–Normal)

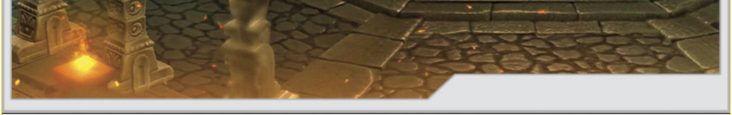
Wave 1: Doora x2

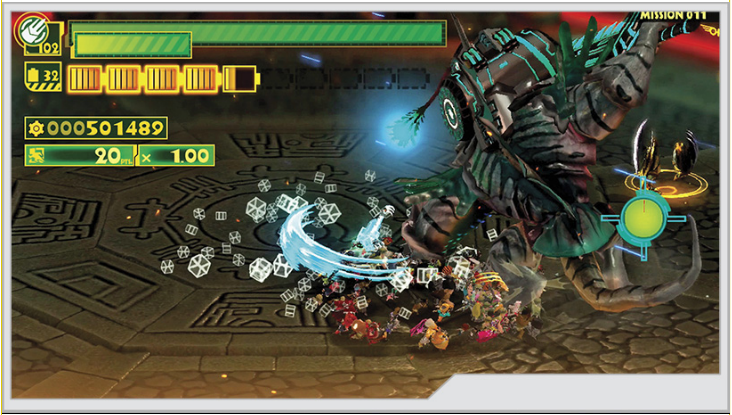
Wave 2: Ankho

Enemies Present (Hard–101% Hard)

Deah-Kani

MISSION 011
02
32
253 PTS.
x 1.63

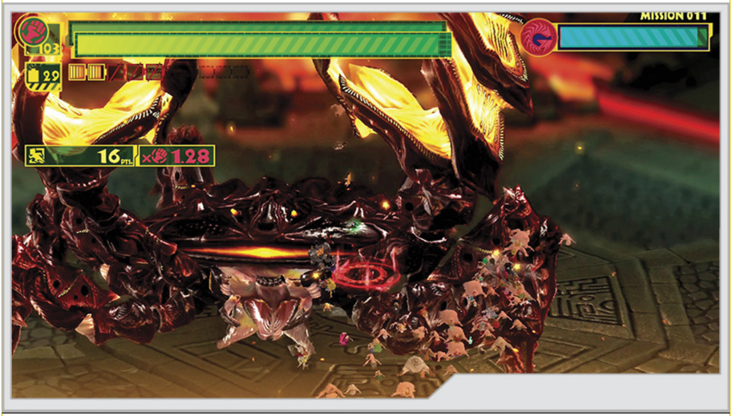


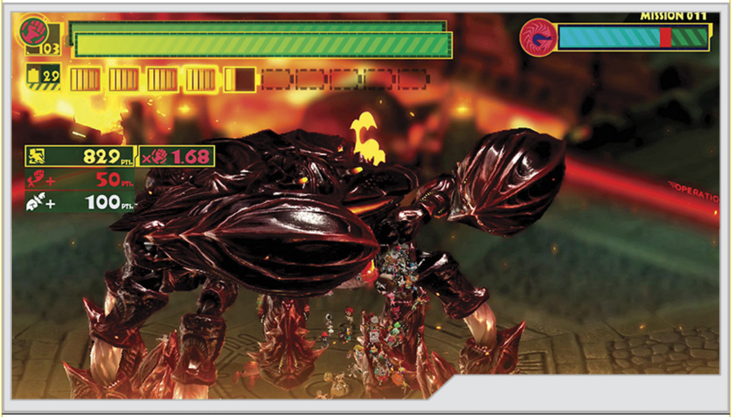


The Dooras and the Ankho can be very capable opponents, but this final arena is large, which gives you good space to work with when dealing with the speedy Dooras or the Ankho's spin slash; those extra seconds it takes for an enemy to get close can mean all the difference for Hero Counter or Unite Guts.

Complete this mission, and the way to the Wonderful Mart is opened!

Hard and 101% Hard Mode

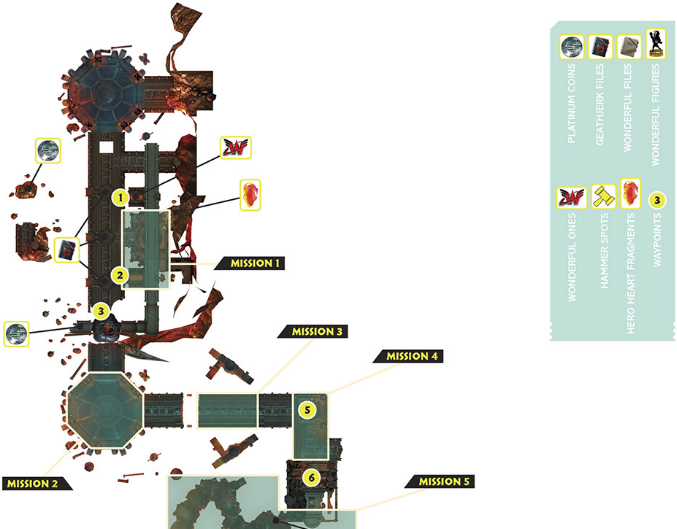


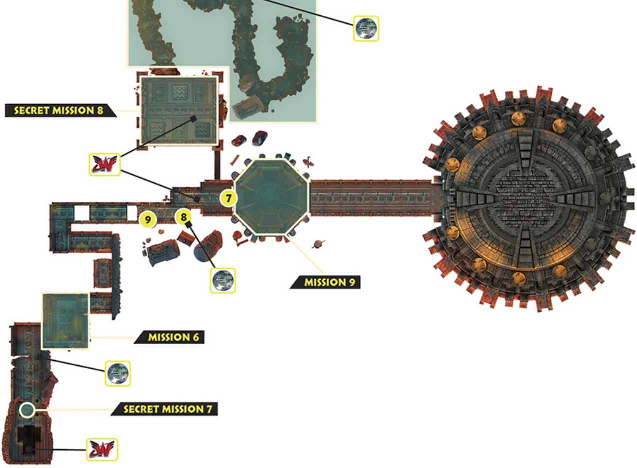


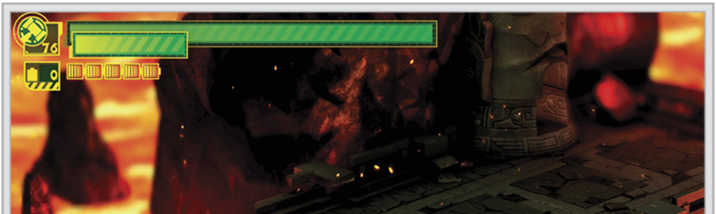
One Deah-Kani appears in place of the more varied force in the normal difficulty. Not a particularly threatening giant hostile crab when you have so much room to work with to help plan your attacks and react to the enemy's various attacks.

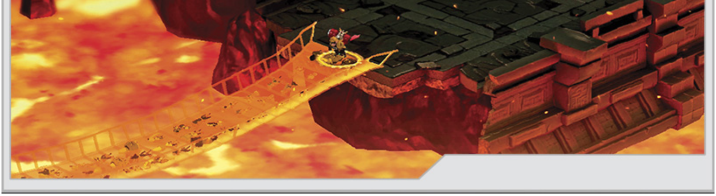
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:00	3:20	3:40	4:00	Very easy
Time	3:00	3:20	3:40	4:00	Easy
Time	3:00	3:20	3:40	4:00	Normal
Time	2:10	2:30	2:50	3:30	Hard
Time	2:10	2:30	2:50	3:30	101% Hard
Combo	2000	1500	1000	500	Very easy
Combo	3000	2500	2000	1500	Easy
Combo	4000	3000	2000	1000	Normal
Combo	8000	7000	6000	5000	Hard
Combo	10000	9000	8000	7000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

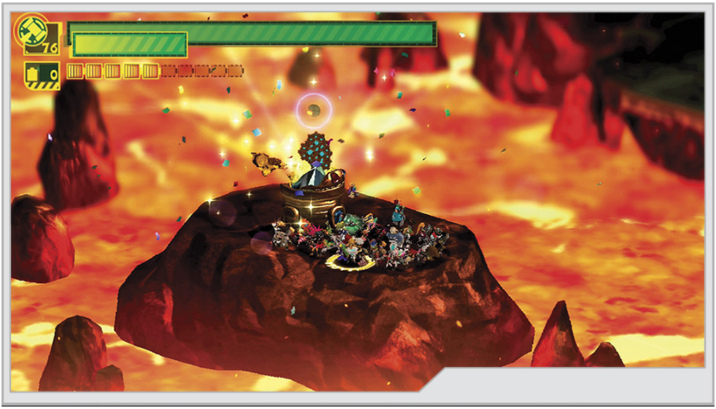
Operation 005-B



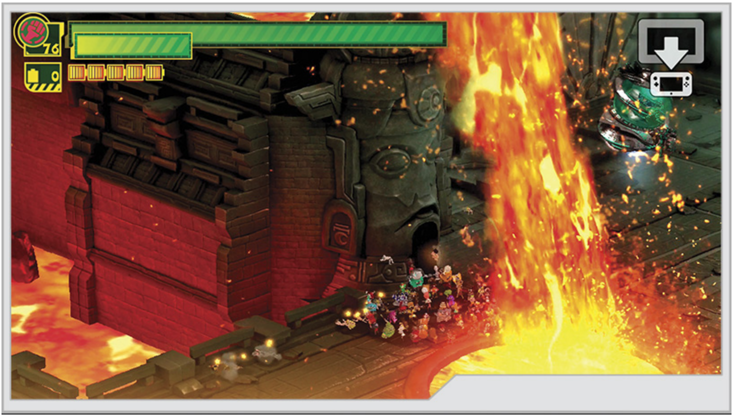


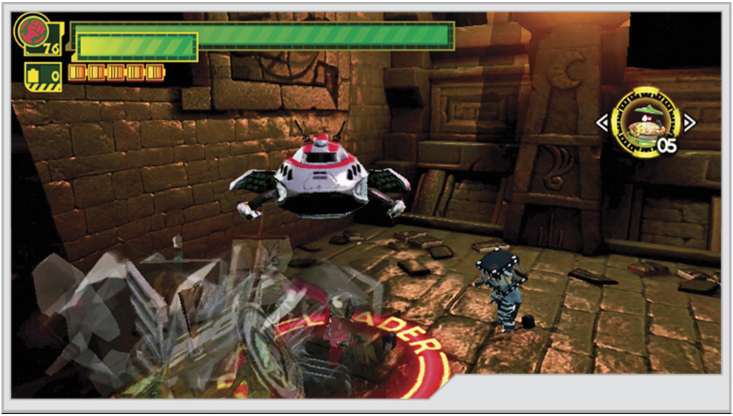




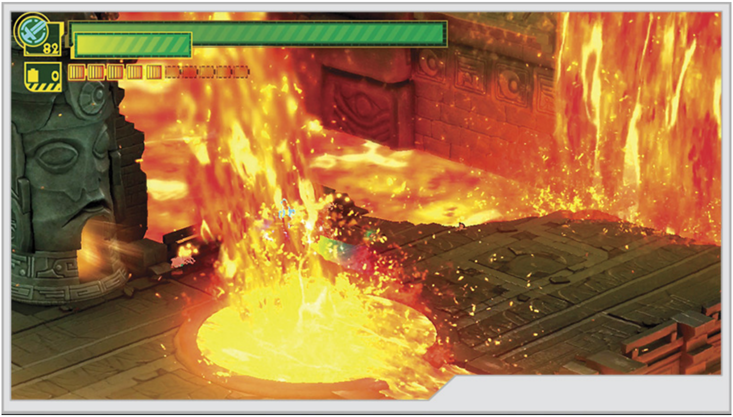


[1] Immediately on starting this level, take the path to the left of the Wonderful Mart, walking through the waterfall and entering the mouth of the statue behind it. This warps you to an island with civilians on it. Make a bridge from that island to the southwest to reach another island with a broken treasure chamber. Repair it with the Wonder-Liner for a Platinum Coin.





Near the first pool of lava you walk past is another statue whose mouth you can enter. Inside it is the hero Wonder-Prisoner.



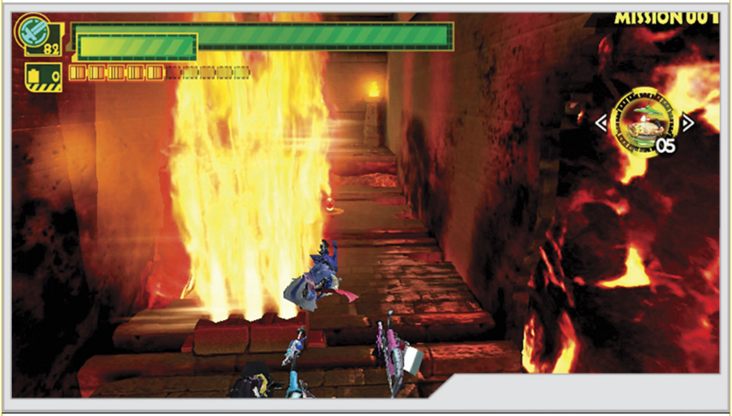
Progress forward is blocked by a massive lava geyser. You'll have to enter the temple through a side entrance [2] to be able to find a way forward.

Mission 1

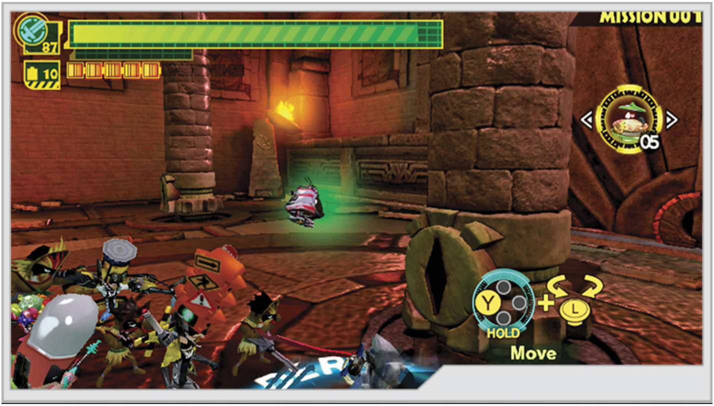
Medal Requirements

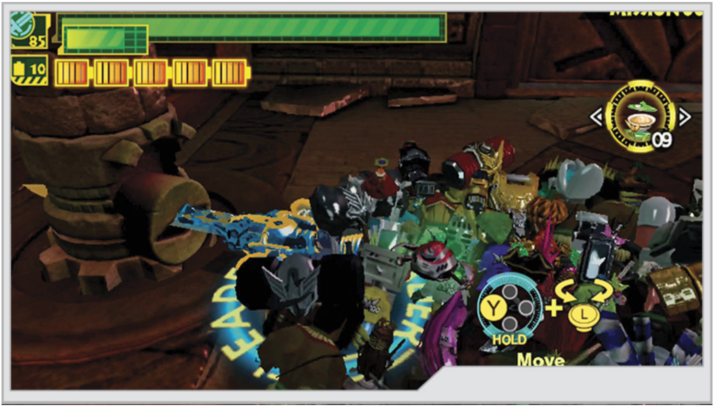
Enemies Present (All Difficulties)

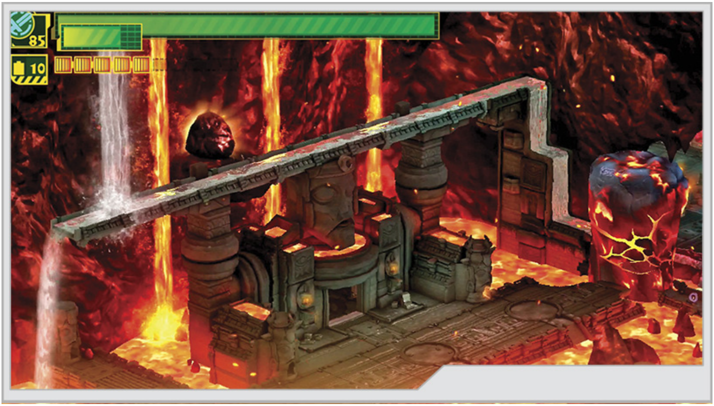
None



Upon entering the temple, the action shifts to the GamePad. You must first navigate a hallway filled with moving fire traps. They move so fast that you must use the power of the Unite Bomb to get through.

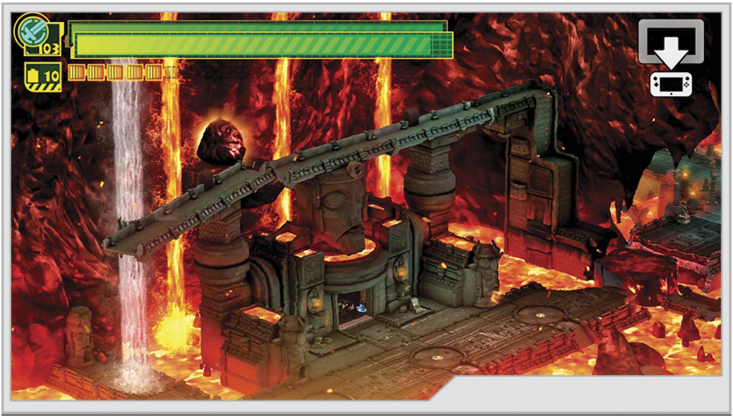




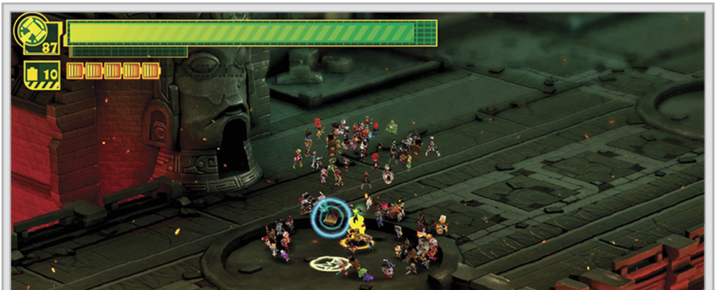


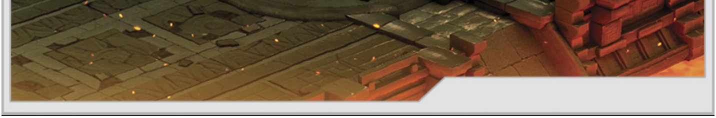
Eventually you will reach a chamber with three tall pillars and lots of civilians. Each of the pillars has a slot for the Unite Sword, allowing you to twist the pillars and therefore twist the ramps that are above the temple. The goal here is to stop the lava that is flowing into the three pools outside of the temple and redirect the waterfall down the connected ramps onto the large lava geyser. This will harden it and allow you to break it into a platform to move past.

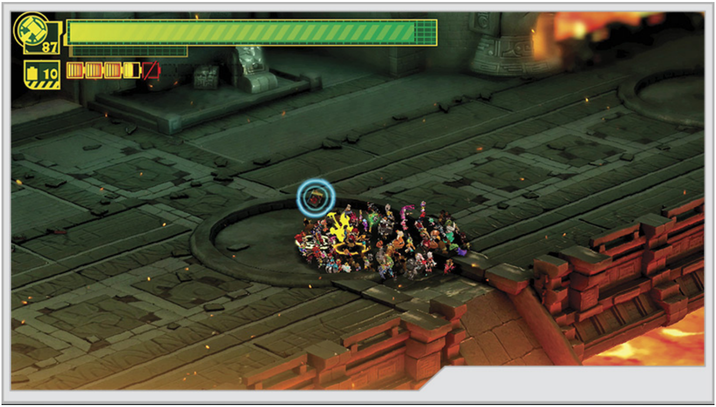
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:00	2:20	2:40	3:00	Very easy
Time	2:00	2:20	2:40	3:00	Easy
Time	2:00	2:20	2:40	3:00	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	2:00	2:20	2:40	3:00	101% Hard
Damage	0	300	600	1000	Very easy
Damage	0	300	600	1000	Easy
Damage	0	300	600	1000	Normal
Damage	0	200	400	600	Hard
Damage	0	200	400	600	101% Hard

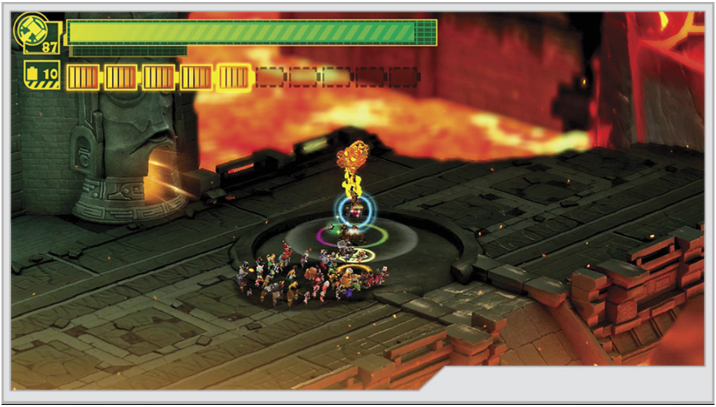


With the lava flows redirected, move the ramp on the far left of the temple enough so that the water stops flowing.

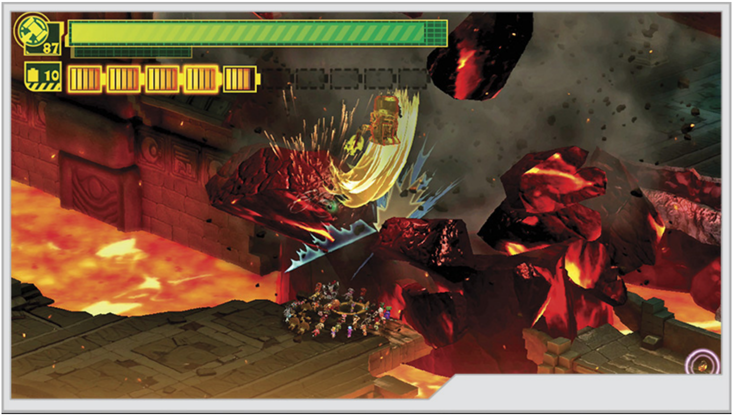


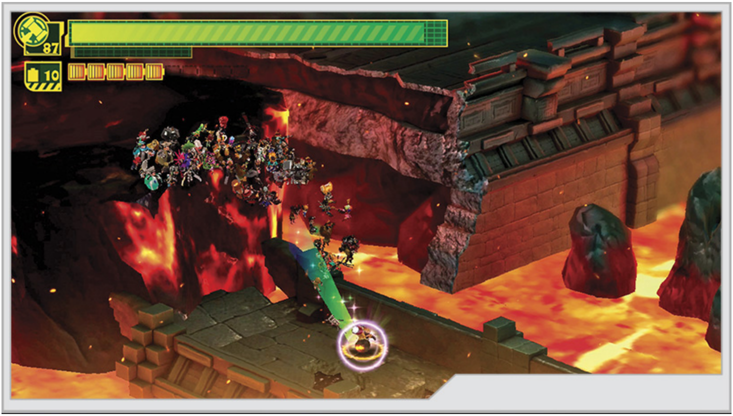




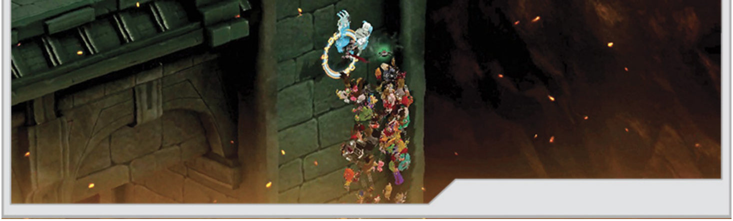


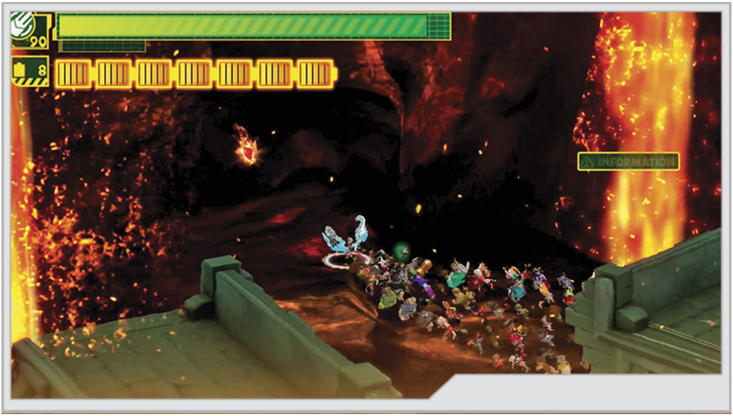
Next head back outside the temple, and hammer the center of the three former lava pools to recover GEATHJERK Files Nos. 23, 24, and 39.





Attack the hardened lava geyser to break it down, then drop onto the platform to the right of it for a Platinum Coin.





You’re not done with this area yet. With Unite Claw or ladders built with a Wonder-Liner, climb up the ramp from which the water was directed into the lava geyser. You’ll eventually come across a large boulder next to the ramps on a small ledge with some civilians on it. Shatter that boulder to retrieve a Hero Heart Fragment! Now, with all that out of the way, go to the area that the lava geyser once blocked access to [3].

Mission 2

Medal Requirements

Enemies Present (Very Easy–Normal)

Wave 1: Surey Doora

Wave 2: Hah-Gonay x 2

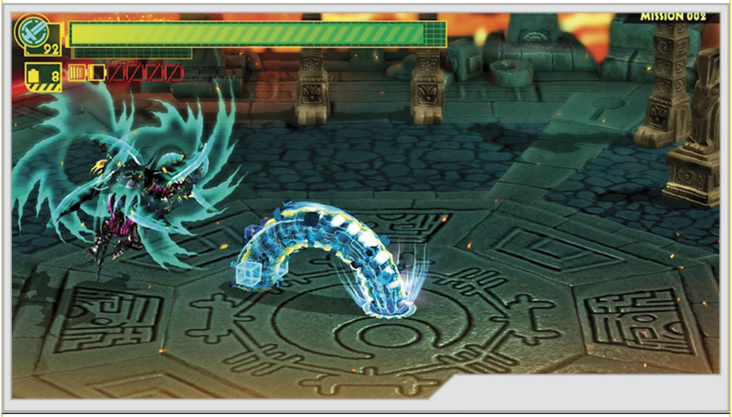
Enemies Present (Hard–101% Hard)

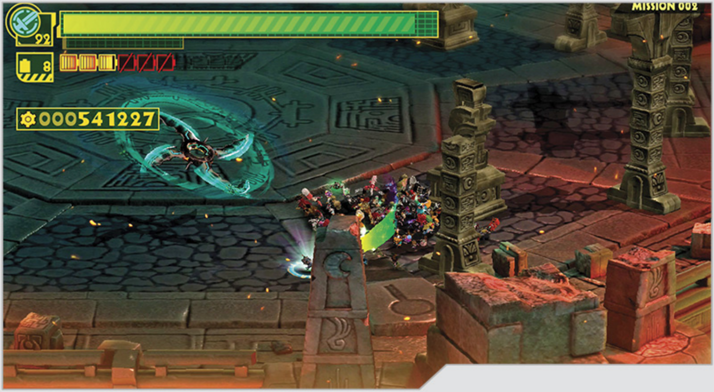
Wave 1: Surey Doora

Wave 2: Surey Doora, Doora, Gurry Doora

GEATHJERK Encounter: Surey Doora

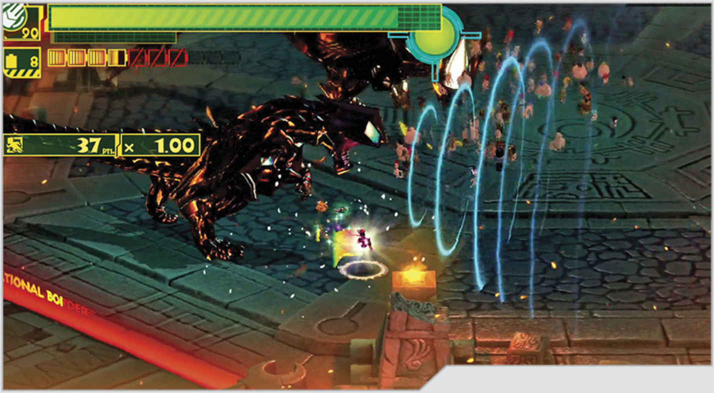
An enhanced Doora with battle armor, the Surey Doora adds fearsome ranged capabilities to an already dangerous enemy. Able to match their Doora cousins blow for blow, the addition of their massive throwing stars means there is no escape from one of these beasts short of pounding it to pieces.

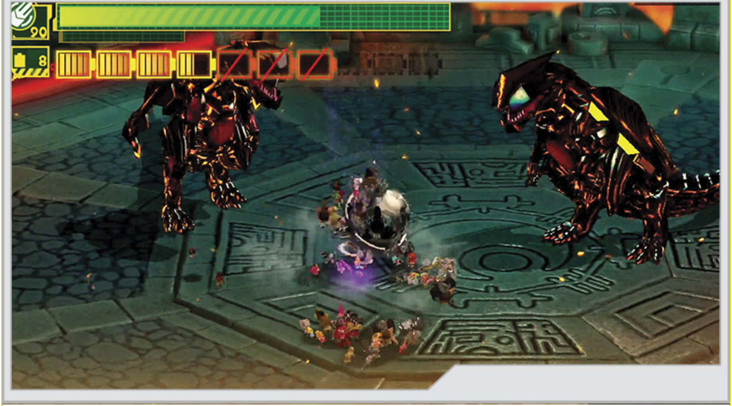




A Surey Doora makes the already troublesome Doora a greater threat. A Surey Doora has three throwing stars mounted on it, two on the forearms that act as the claws on a regular Doora and a large one on its back. Surey Doora can throw the two forearm stars in rapid succession, which can be a preface to any of their other melee attacks, or they can throw the large one, telegraphed by a short jump into the air. The latter of these has homing capability and good range. It's not uncommon during later battles for a Surey Doora to throw the large star from offscreen.

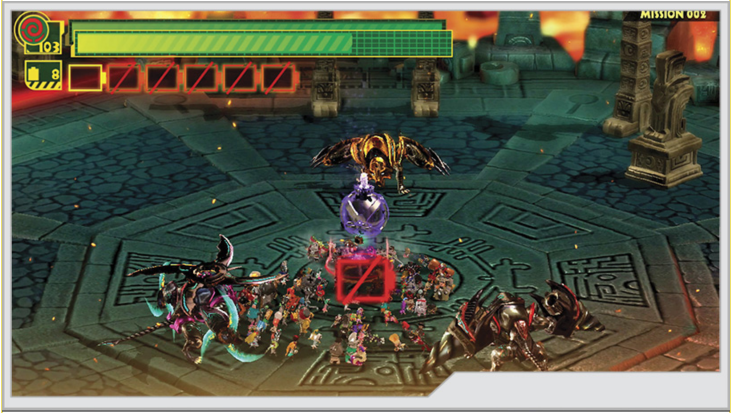
Still, the strategy for defeating a lone Surey Doora is more or less the same as it is for a Doora: slow it, stun it, launch it, combo it, collect O-Parts.





The two Hah-Gonay after the Surey Doora might be a bigger problem, but this arena is large enough that you can effectively concentrate on one target at a time, only switching to interrupt their defensive stances with the Unite Claw.

Hard and 101% Hard Mode



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On the higher difficulties, this battle starts the same with a lone Surey Doora. The second wave throws at you another Surey Doora, a standard Doora, and a Gurry Doora. This can get badly out of hand very quickly. Set the table for the terrible trio with a large-scale Unite Bomb, then immediately target, stun, and destroy the Gurry Doora, sucking down Unite Gauge restoration items as needed. It can be the biggest nuisance with its ability to drill underground and stall the fight, on top of being the hardest hitting of all three and therefore the biggest threat. Make sure you have Hero Time equipped as well, as you'll be doing a lot of Unite Spring to escape the wrath of the Dooras, and the slow-down from Hero Time is never a bad thing.

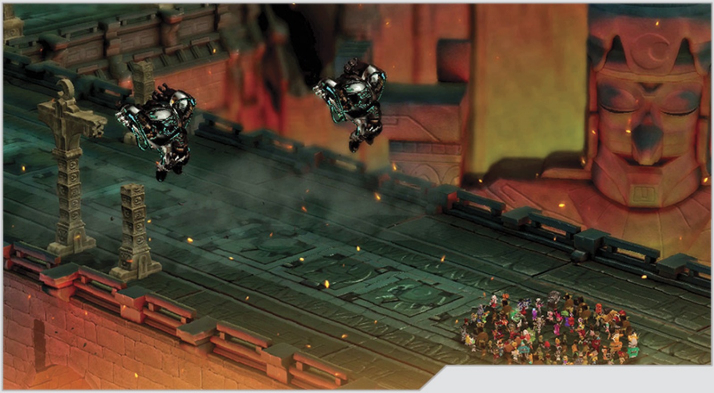
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:30	5:50	6:10	6:30	Very easy
Time	5:30	5:50	6:10	6:30	Easy
Time	5:30	5:50	6:10	6:30	Normal
Time	6:30	6:50	7:10	7:30	Hard
Time	6:30	6:50	7:10	7:30	101% Hard
Combo	1700	1500	1300	1100	Very easy
Combo	3000	2500	2000	1500	Easy
Combo	3500	3000	2500	2000	Normal
Combo	3500	3000	2500	2000	Hard
Combo	3500	3000	2500	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

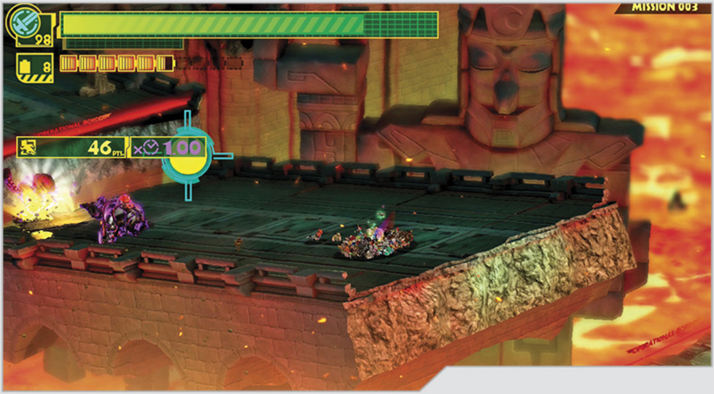
Mission 3

Medal Requirements

Enemies Present (All Difficulties)

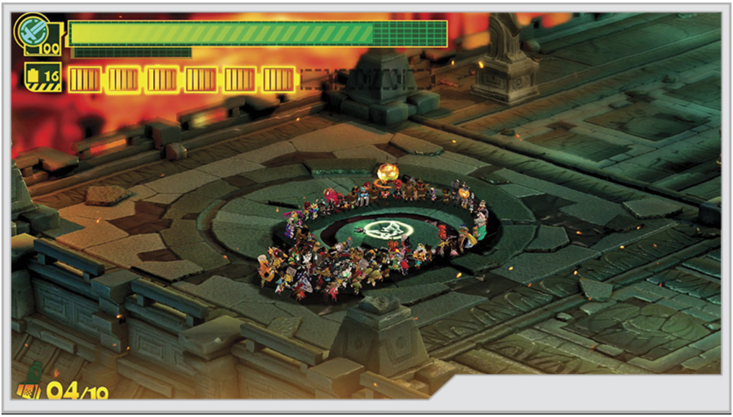
Diedough-Goo x2





This is an interesting challenge. Two Diedough-Goo cause sections of the bridge to collapse, turning the section you're fighting on into a seesaw. You have to destroy both Diedough-Goo to proceed, but you can't let the weight on the bridge get to be too much on one side or the other, or you'll all fall in the lava. You will take damage and lose your Platinum rank. Try to keep the fight at the center of the bridge as much as possible, controlling the enemy with Unite Bombs as necessary.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:30	2:50	3:10	3:30	Very easy
Time	2:30	2:50	3:10	3:30	Easy
Time	2:30	2:50	3:10	3:30	Normal
Time	2:30	2:50	3:10	3:30	Hard
Time	2:30	2:50	3:10	3:30	101% Hard
Combo	600	500	400	300	Very easy
Combo	800	700	600	500	Easy
Combo	1000	800	600	400	Normal
Combo	1500	1200	900	600	Hard
Combo	1800	1500	1200	900	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



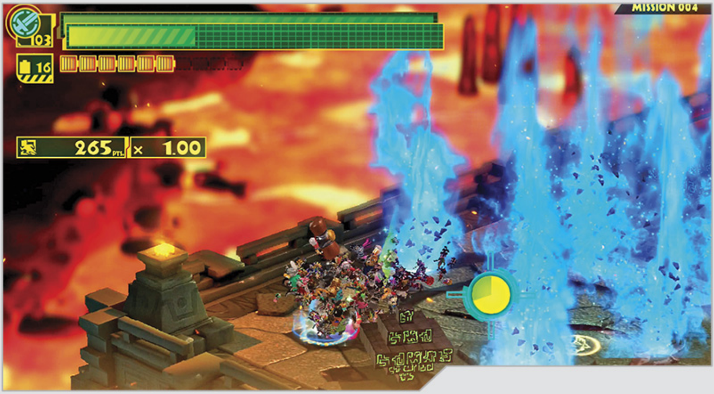
[4] You can trace a Wonder-Liner around this circle next to the civilians for some food.

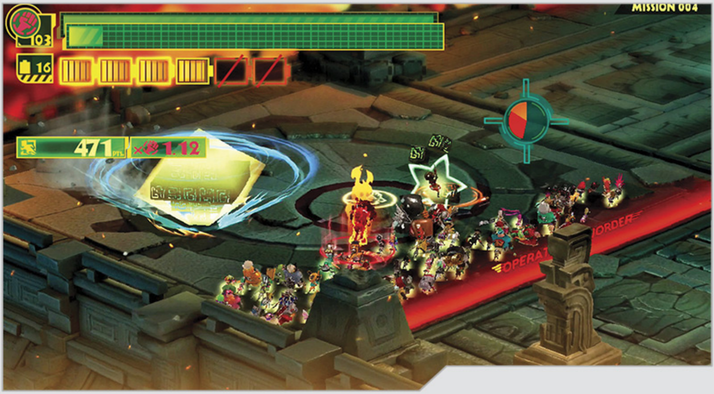
Mission 4

Medal Requirements

Enemies Present (All Difficulties)

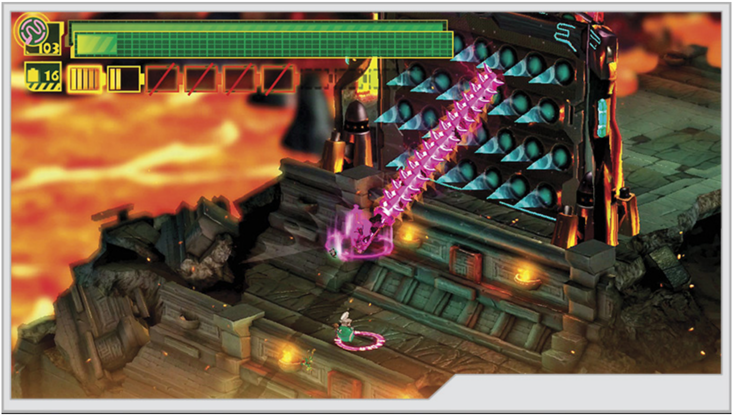
Koh-Tumeekey x2



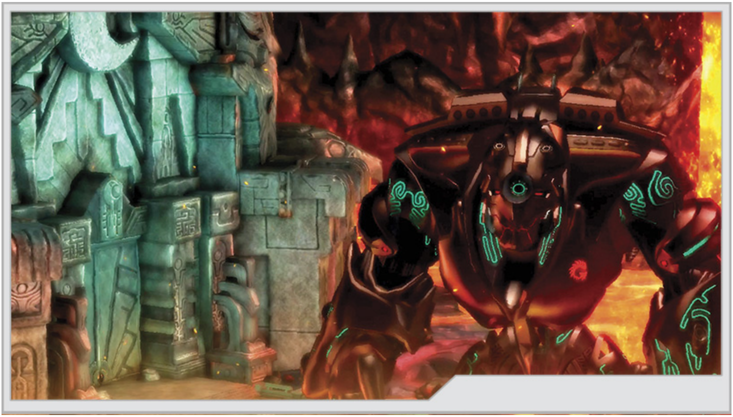


As you approach a large set of stairs, a pair of Koh-Tumeekey will teleport in to give you grief.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:10	2:30	Very easy
Time	1:30	1:50	2:10	2:30	Easy
Time	1:30	1:50	2:10	2:30	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	2:00	2:20	2:40	3:00	101% Hard
Combo	1000	900	800	400	Very easy
Combo	1500	1300	1000	500	Easy
Combo	2000	1500	1000	500	Normal
Combo	2500	2000	1500	1000	Hard
Combo	2800	2300	1800	1300	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

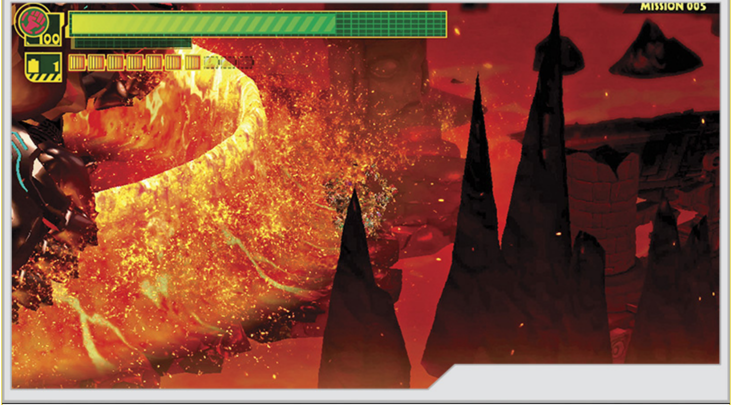


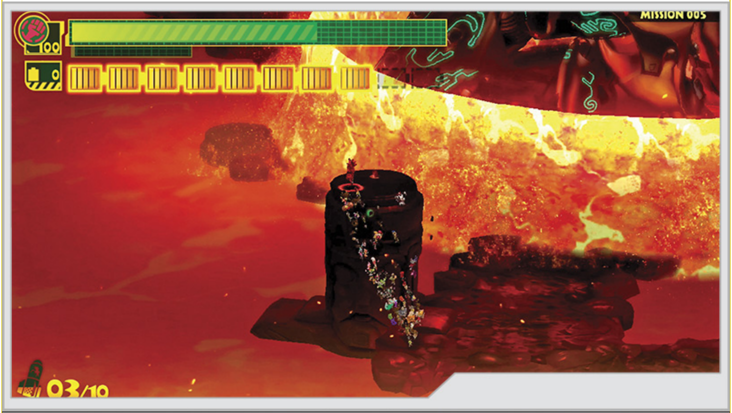
With the Koh-Tumeekey out of the way, climb the stairs, rescuing civilians along the way. Tear aside the spike barrier with Unite Whip [5].



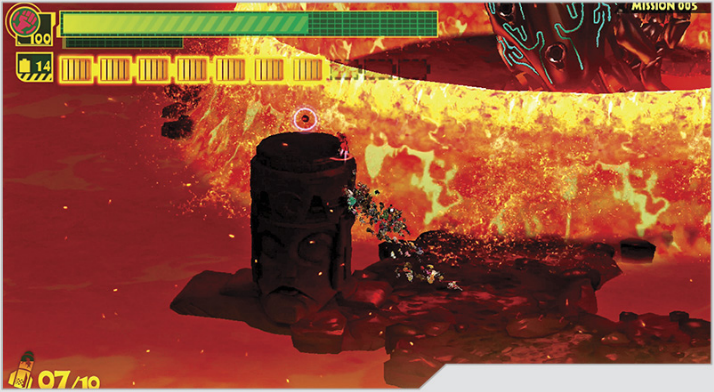
At the top of the stairs, more drama breaks out among the Wonderful 100, until a nearby Gah-Goojin takes offense to their existence and destroys the part of the temple they are standing on. Wonder-Jump to survive!

Mission 5
Medal Requirements
Enemies Present (All Difficulties)
Gah-Goojin

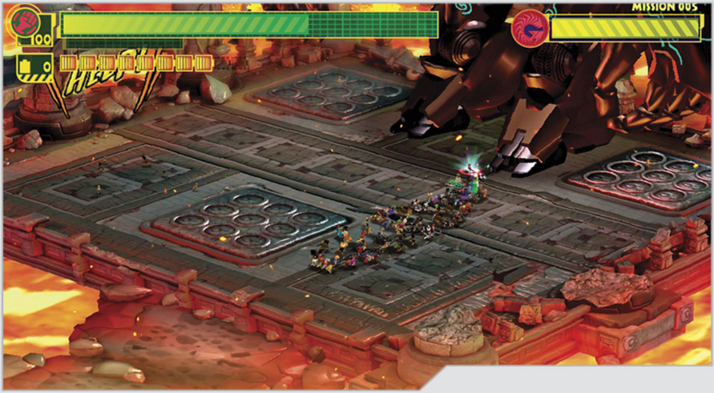


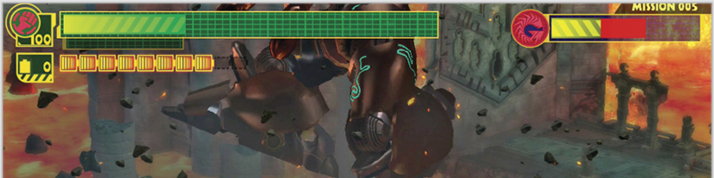


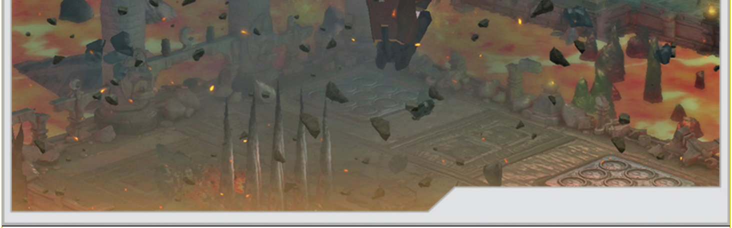
After surviving the Wonder-Jump sequence, you must run along a narrow path while the Gah-Goojin jumps high into the air. Every time it lands, it causes a lava wave to wash over the whole path, which can only be avoided by climbing atop one of the large pillars on the side of the path. The path contains several civilians and clusters of Wonderful Batteries to collect.



In your haste to escape the Gah-Goojin, don’t miss the Platinum Coin atop one of the pillars.





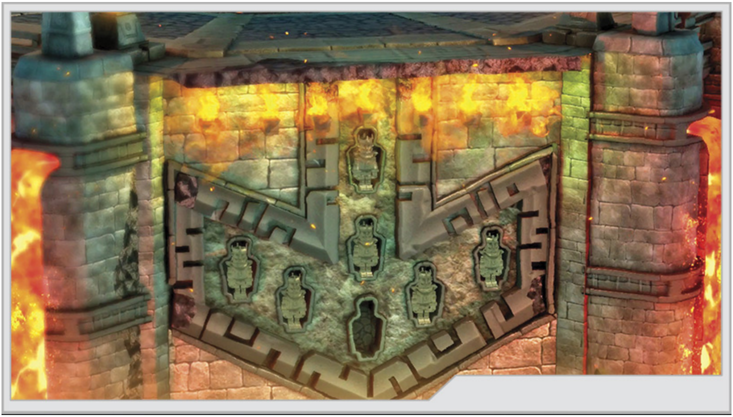


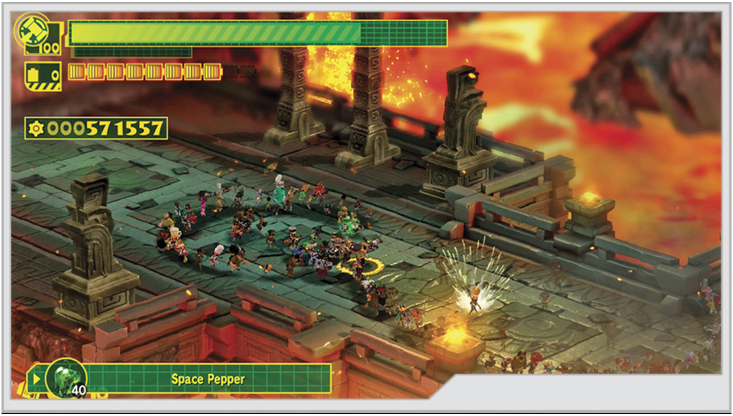
Eventually, you reach a platform with three large spike panels on them. You must trick the Gah-Goojin into jumping onto one of the panels by standing on them. They slowly depress into the ground, and if they get low enough, they trigger the spikes. Don't just stand on them and wait for the Gah-Goojin for the full duration of its jump; you'll end up taking damage from the spikes. You can generally track how close it is to landing based on the shadow it casts. On higher difficulties, the jumps last for significantly less time, so be prepared to move out of the way sooner.

Tip

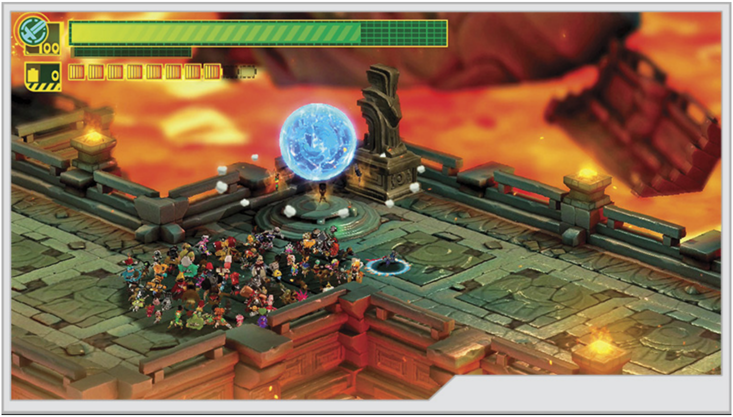
A secret mission and another new recruit will appear at this location in the aftermath of Mission 7. Don't forget to return here!

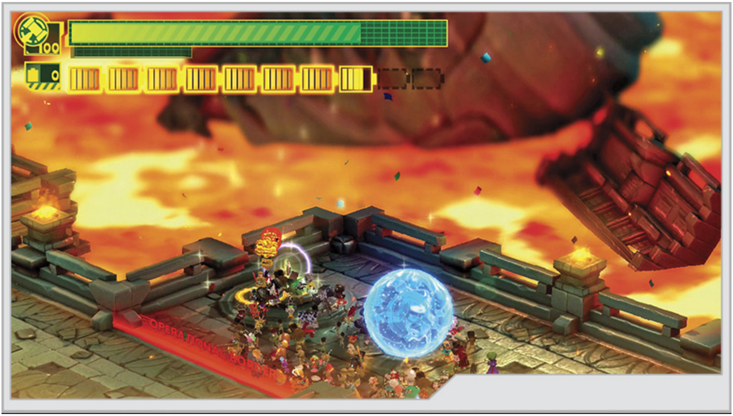
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:50	2:10	2:30	2:50	Very easy
Time	1:50	2:10	2:30	2:50	Easy
Time	1:50	2:10	2:30	2:50	Normal
Time	1:50	2:10	2:30	2:50	Hard
Time	1:50	2:10	2:30	2:50	101% Hard
Damage	0	700	1400	2100	Very easy
Damage	0	700	1400	2100	Easy
Damage	0	700	1400	2100	Normal
Damage	0	700	1400	2100	Hard
Damage	0	700	1400	2100	101% Hard



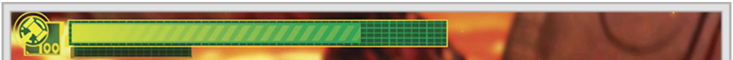


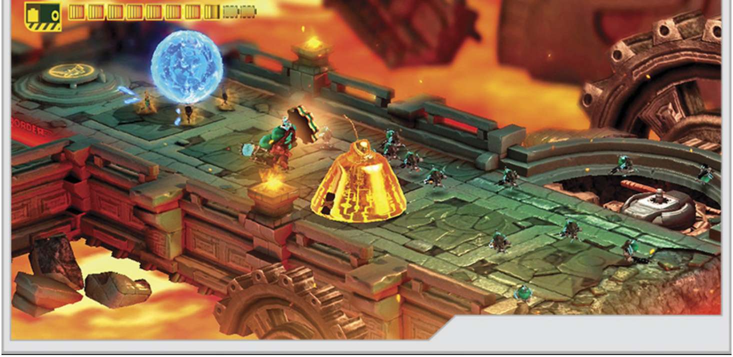
After forcing the Gah-Goojin to spike itself into submission, a pillar falls and creates a new walkway to the next area. The way to the Super Reactor is up the wall to the left of the fallen pillar, but a fire trap prevents all attempts to climb it [6]. Near this wall is a group of civilians panicking near Wonder-Bulb.

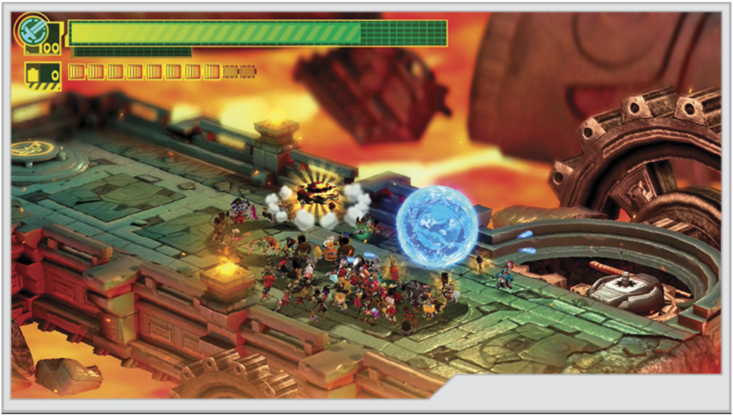




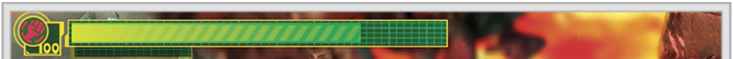
The solution to scaling the wall requires you to carry this blue sphere [7] deeper into the volcano to reach the proper pedestal. After picking up the sphere with a Wonder-Liner, hammer the pedestal to find another Platinum Coin.

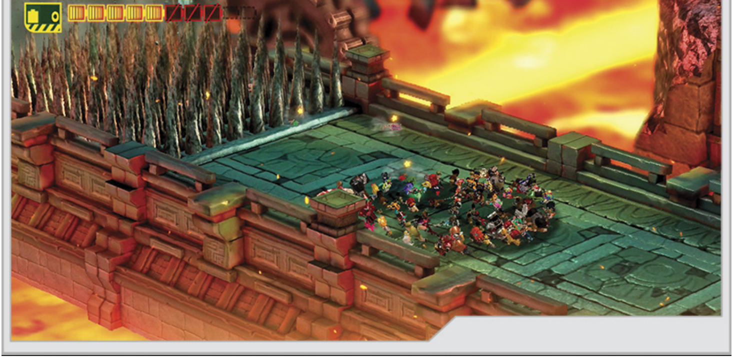


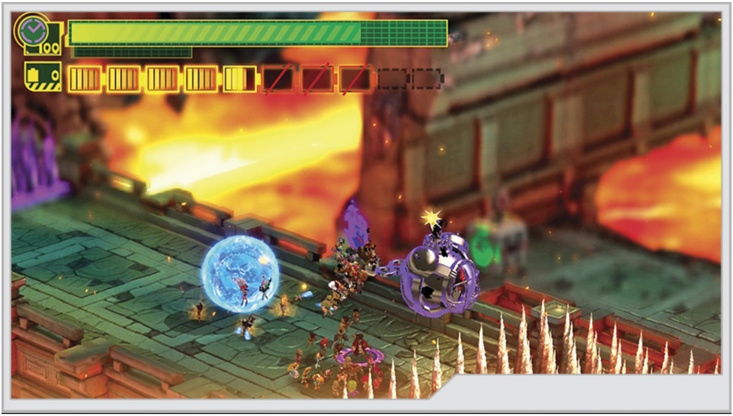




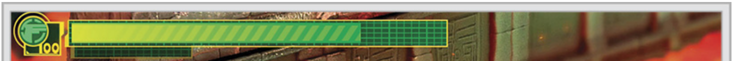
The path forward is a dead end for the moment. The valve needed to create the bridge to the next area is missing. Fortunately, a gaggle of Dough-Goo and a Chew Dough-Goo show up with the valve you need. This is an unrated battle, so destroy them however you want. Wrap another Wonder-Liner around the valve and toss it into place [8].

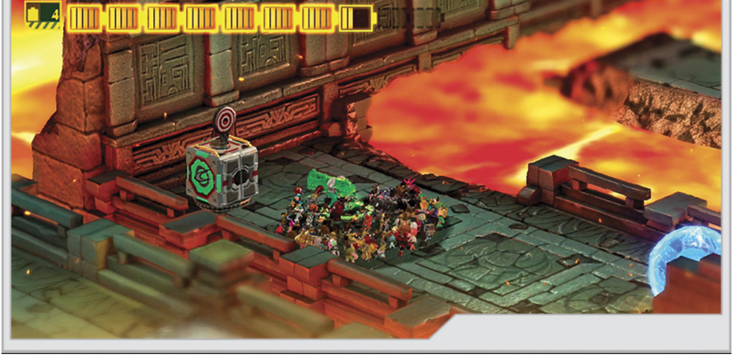


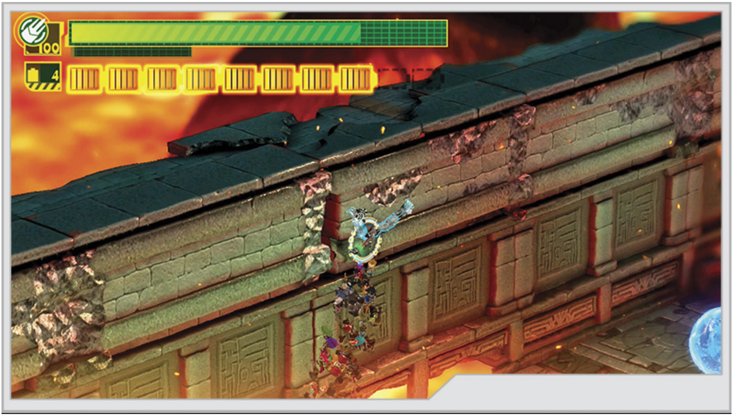




Be careful crossing the gratings that appear after creating the new pathway. These contain spikes that appear at different intervals and can force your team to drop the blue sphere and make you backtrack to pick up a new one. You can slow these down with Unite Bomb, but the spikes still hurt if they are already out.







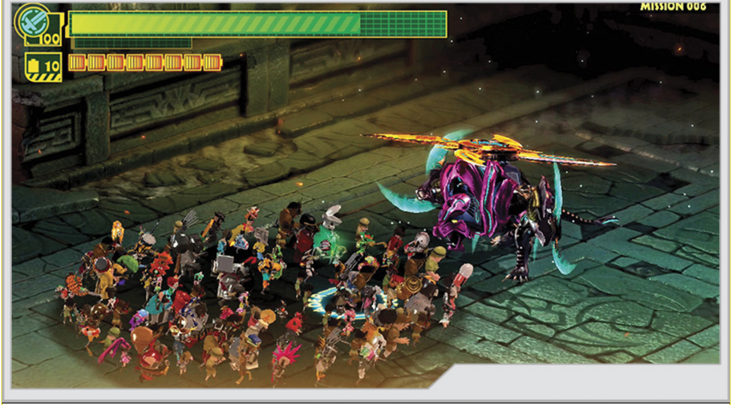
As you approach the lava next to the green supply box, you're prompted to throw the blue sphere over to the next island. You must then Unite Claw along the wall, drop onto the island, and throw the sphere once more to the next pathway.

Mission 6

Medal Requirements

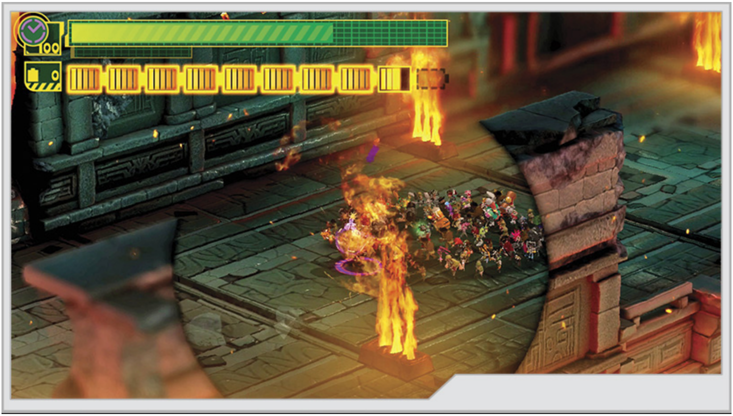
Enemies Present (All Difficulties)

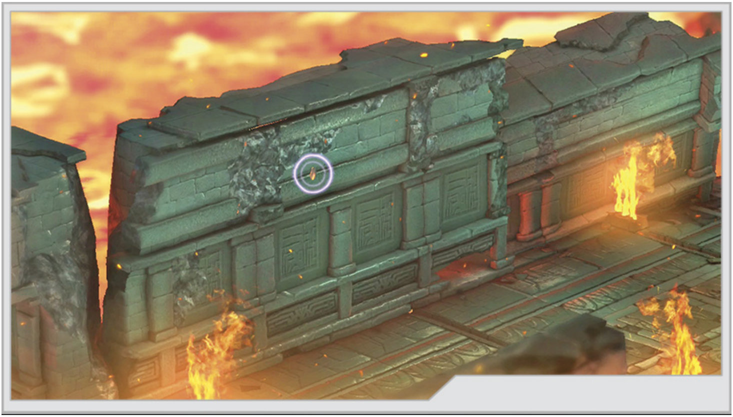
Surey Doora



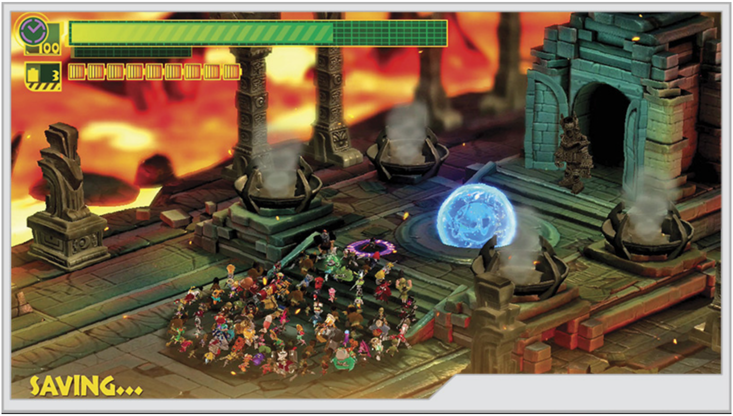
A lone Surey Doora attacks the team a short way beyond the lava gauntlet. Don't worry if the sphere breaks here; you only have to backtrack a short distance for a new one.

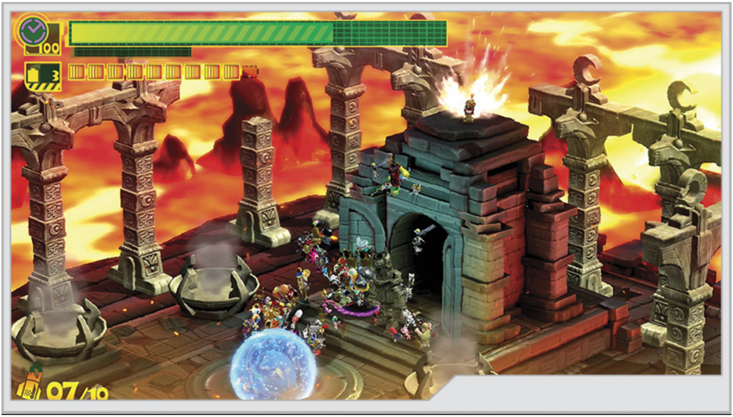
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:50	2:10	2:30	2:50	Very easy
Time	1:50	2:10	2:30	2:50	Easy
Time	1:50	2:10	2:30	2:50	Normal
Time	1:50	2:10	2:30	2:50	Hard
Time	1:50	2:10	2:30	2:50	101% Hard
Combo	600	500	400	300	Very easy
Combo	600	500	400	300	Easy
Combo	600	500	400	300	Normal
Combo	900	800	700	600	Hard
Combo	1100	1000	900	800	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



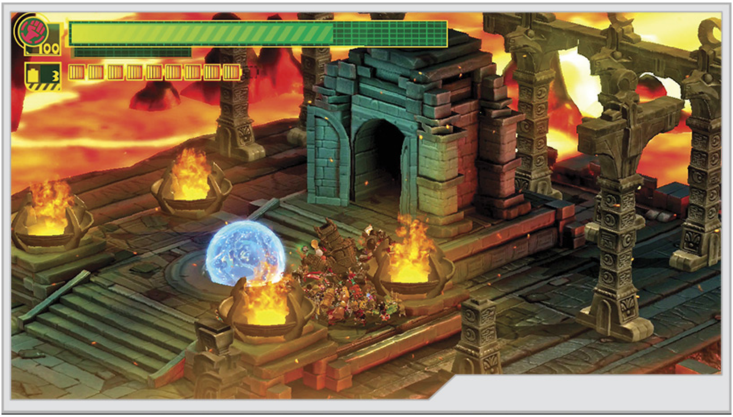


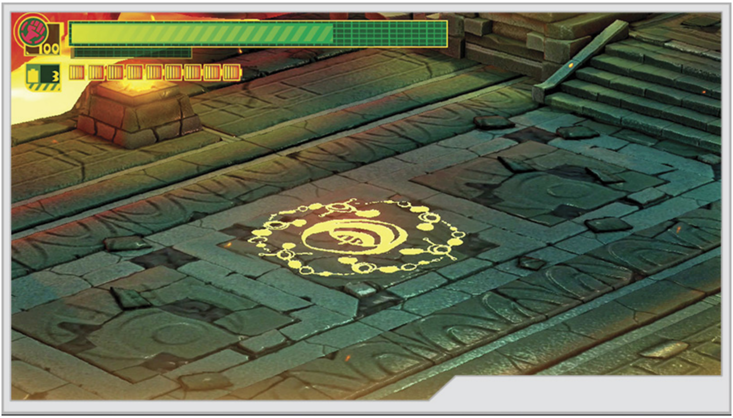
The next trial here is to head past a series of fire traps similar to those first encountered back on Mission 1 of this level. Unite Bomb to slow them down, then move on past. Give adequate time for your teammates carrying the sphere to make it past. However, in your rush, don't neglect the Platinum Coin on the far wall in between the first and second fire traps. You can either climb up to it or extend a Wonder-Liner.





Once you get past the firetraps, you're very close to the temple. Throw the sphere into place before the temple to recruit the living statue; this will help you get past the wall at the start of this section. Don't forget to recruit Wonder-Voodoo, standing atop the small temple.





[9] Locate the portal to Kahkoo-regah by lighting the four torches surrounding the sphere’s resting place.

Secret Mission 7
Medal Requirements
Enemies Present (Normal)
Wave 1: Mini-Dahkarts x6, Dahkarts x3
Wave 2: Mini-Dahkarts x6
Enemies Present (Hard–101% Hard)

Wave 1: Mini-Dahkarts x8, Vaaiki

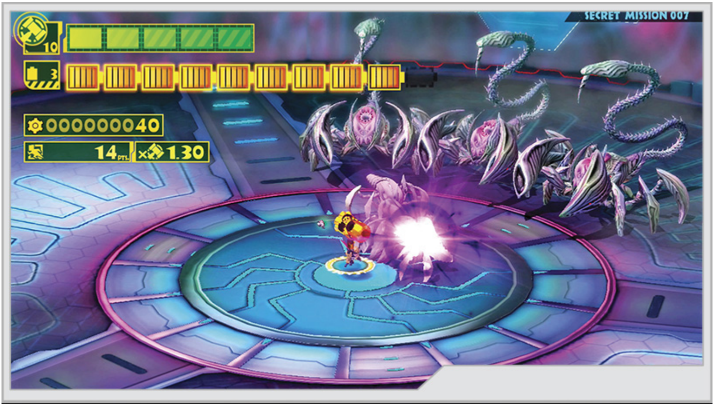
Wave 2: Mini-Dahkarts x8

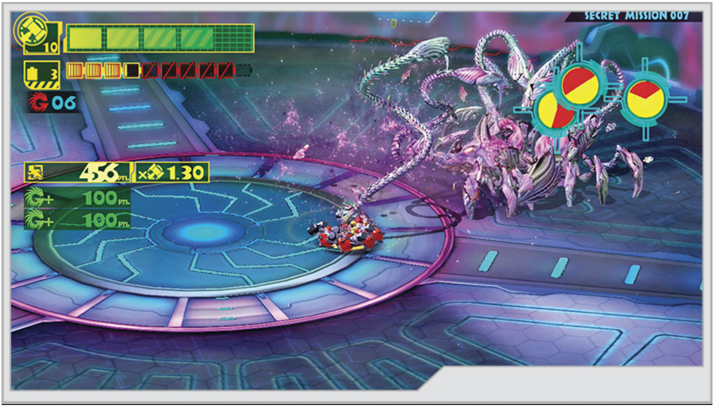
Rewards for Completion

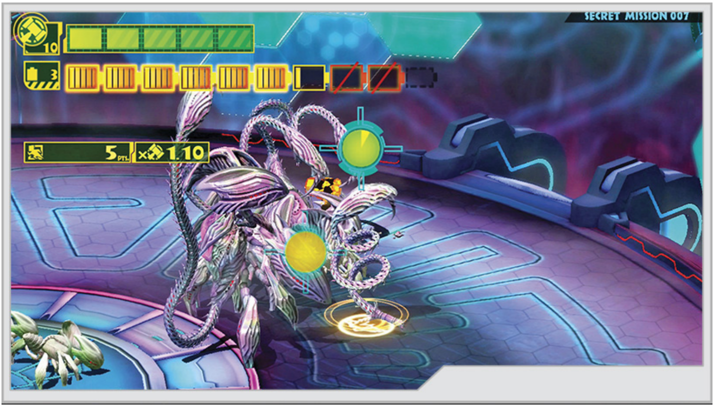
Normal Mode: Figure No. 66 Wonder-Voodoo

Hard Mode: Figure No. 85 Wonder-Padlock

101% Mode: Figure No. 109 Wonder-Daddy



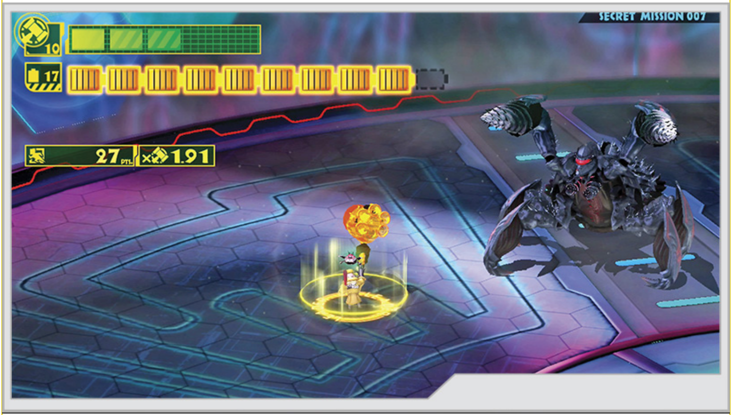




This is an interesting challenge. Limited only to ten heroes and the Unite Hammer attack, you must defeat an intimidating swarm of Dahkarts and Mini-Dahkarts. The Mini-Dahkarts are easy enough to squash; it's the big guys that can be a problem. Fortunately, hidden around the battlefield are hidden weapons that can put the hurt on the enemy very quickly. There is a reason why we suggest picking up the Treasure Sensor from the shop—it will help you pinpoint hammer locations much quicker, and it's a big help. The Dahkarts can also drop their tails upon dying, which can be a big help at engaging the enemy.

For all difficulty settings, consider using Hero Sense for this mission. You don't have much to work with in the way of Unite Morphs, so you can use all that spare Unite Gauge in exchange for making it very easy to not get hit.

Hard and 101% Hard Mode



SECRET MISSION 007
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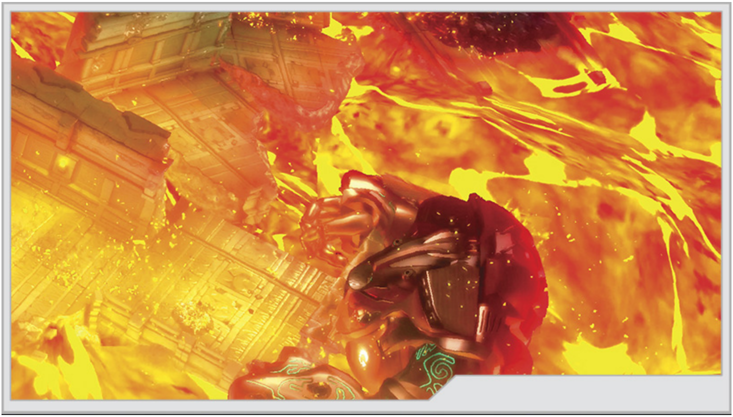
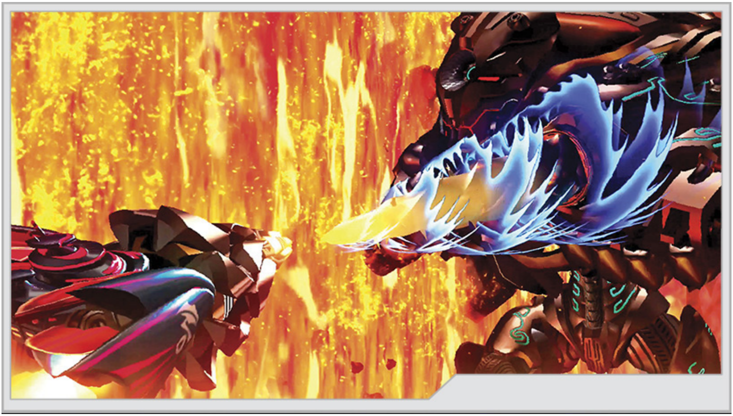
The additional Mini-Dahkarts should not present more of a problem than usual. Replacing the three Dahkarts with a Vaaiki is not as terrible as it might sound on paper. It is limited to its small form throughout this fight, and much of its arsenal can be easily evaded. The laser it fires is slightly problematic, as you've got nothing to reflect it with, but you can still wallop it pretty hard with good positioning, baiting out attacks to avoid and smacking it with the hammer while it recovers from a strike.

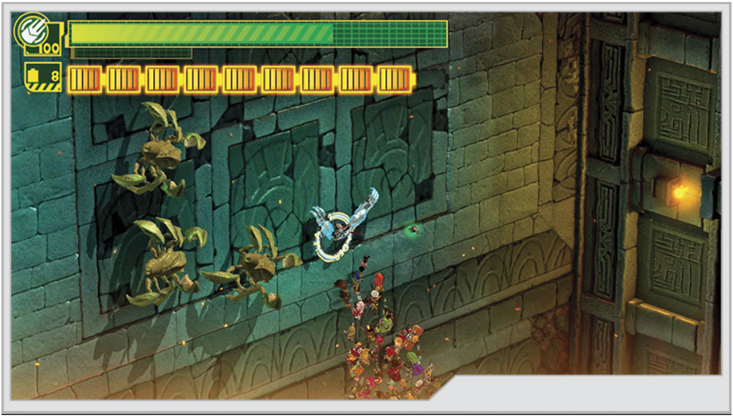
Of course, the hidden items still remain on the field. If you can find a Dahkarts tail or Ankho sword, you can speed this fight up tremendously.

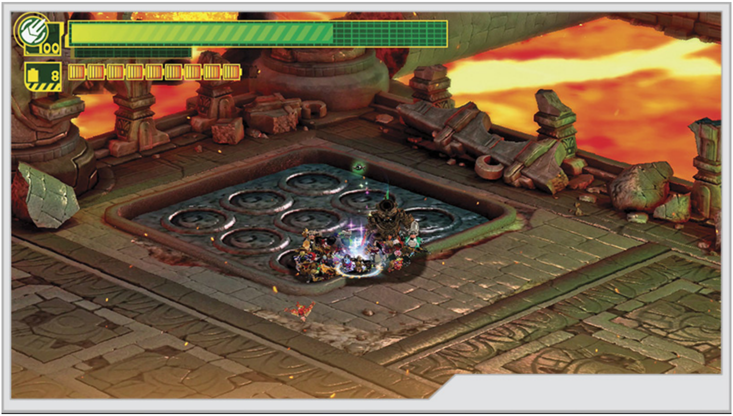
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:10	2:30	Normal
Time	2:00	2:30	3:00	3:30	Hard
Time	2:00	2:30	3:00	3:30	101% Hard
Combo	4000	3000	2000	1000	Normal
Combo	5000	4500	4000	3500	Hard
Combo	5000	4500	4000	3500	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard





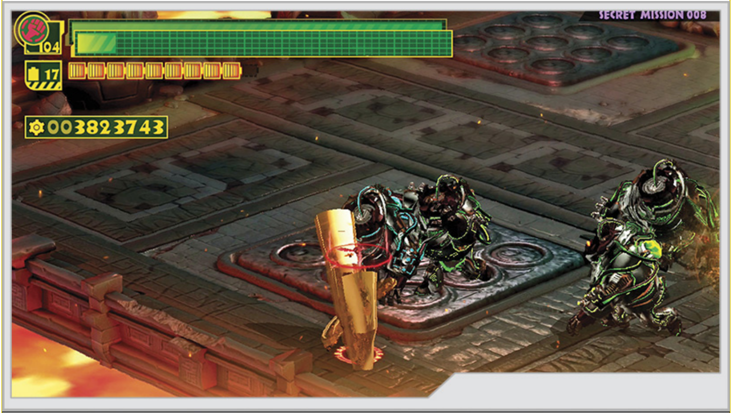
As you leave the temple with your living statue buddy temporarily in tow, the Gah-Goojin shows up once more with a friendly reminder to die at your earliest convenience, forcing the timely intervention of Unite Sword. It's not enough to dissuade the giant, but the arrival of Immorta and her ship spares the team a bath in lava. After the cutscene, you'll have to climb your way back to where you need to be [6].

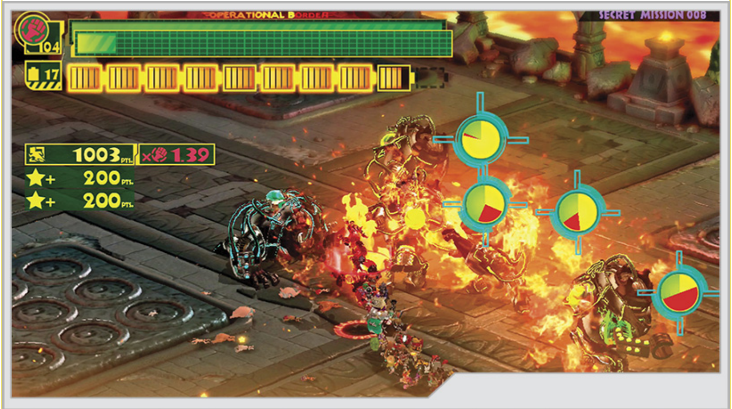




Throughout this climb, you'll face off against Dough-Goo and Mini-Dahkarts. These are unrated battles, so you can rush past them if you want. Before you climb up the wall to head toward the level exit, you must go back to where Mission 5 ended to take on Secret Mission 8 and recruit Wonder-Lunch!

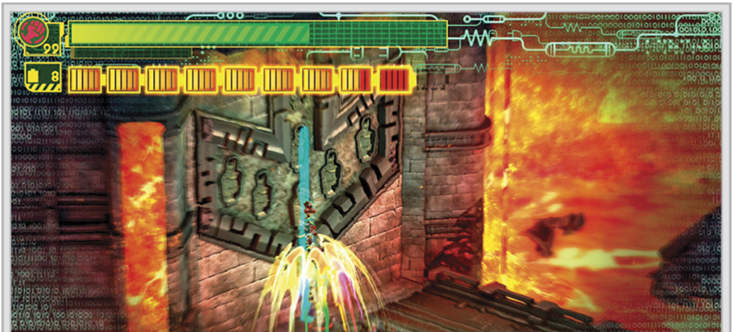
Secret Mission 8
Medal Requirements
Enemies Present (All Difficulties)
Diedough-Goo x5

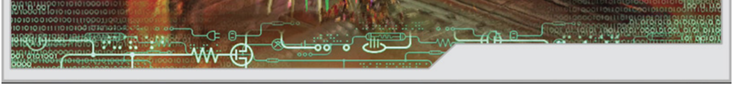


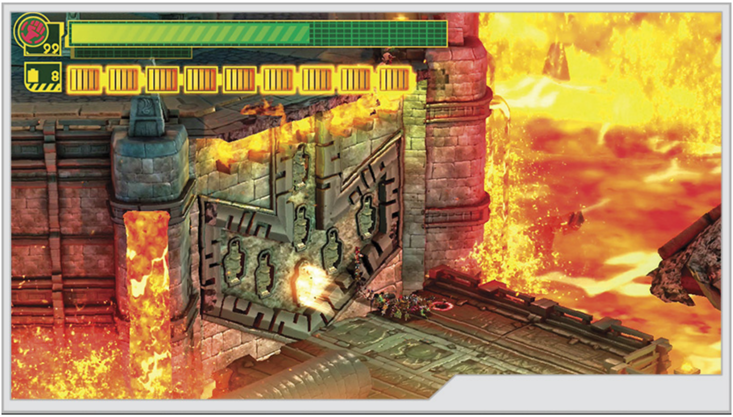


At first glance, this is an extremely scary fight. Fortunately, Unite Bomb can go a long ways toward making this far more manageable. Consider Unite Camping before the fight begins so you can start with the largest Unite Morphs right away. Set a Unite Bomb in the middle of the pack to slow them all down, then switch to Unite Hand or Whip. Hand hits harder, especially when absorbing fire from the Diedough-Goo flamethrowers, but Unite Whip can hit multiple targets easily just like Unite Sword, and hit them harder. It comes down to preference, really. The other major part of success here are Custom Blocks. As soon as you get close to the Diedough-Goo, you'll be under constant attack, so Hero Sense may not be so efficient, but you'll be able to trigger Hero Time often. Combined with Unite Bomb, you can pile on tons of damage before they can react.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:30	1:50	2:10	2:30	Very easy
Time	1:30	1:50	2:10	2:30	Easy
Time	1:30	1:50	2:10	2:30	Normal
Time	1:40	2:00	2:20	2:40	Hard
Time	1:40	2:00	2:20	2:40	101% Hard
Combo	2000	1500	1000	500	Very easy
Combo	3000	2000	1000	500	Easy
Combo	4000	3000	2000	1000	Normal
Combo	5000	4000	3000	2000	Hard
Combo	6000	5000	4000	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard







To scale the final wall, send a Wonder-Liner into the slot for the living statue to enter. This shuts off the flames and allows you to finally scale the wall with no problems.

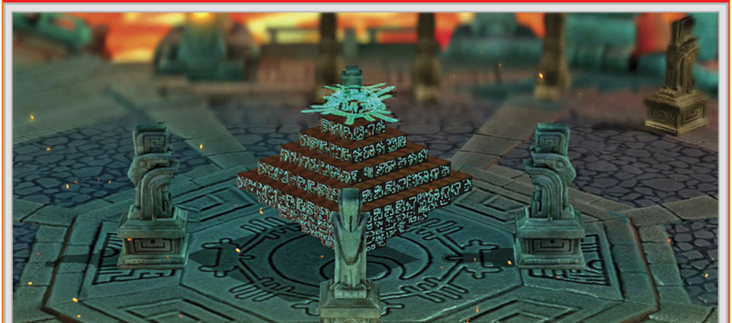
Mission 9

Medal Requirements

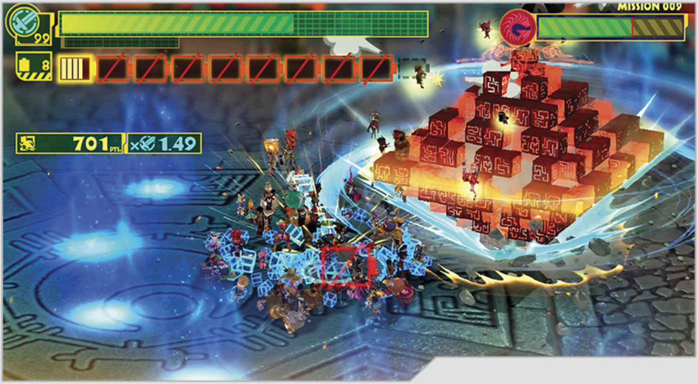
Enemies Present (All Difficulties)

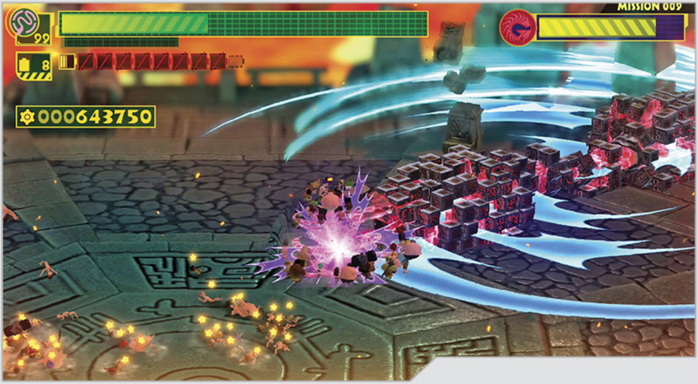
Tumeekey

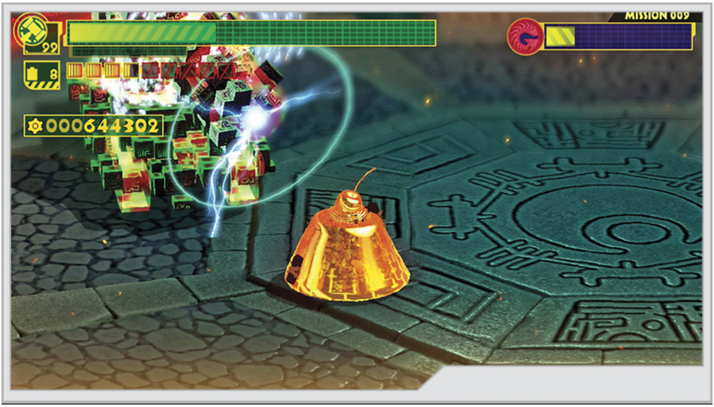
GEATHJERK Encounter: Tumeek



As with their smaller cousins, a full-sized Tumeekey is capable of reproducing all of the Wonderful 100's powerful Unite Morph attacks, and they maintain their own unique abilities as well. The sheer number of blocks that constitute a full Tumeekey is a hint and warning of the sheer power possessed by these constructs.







This fight is similar to fighting a Koh-Tumeekey. The big guy does everything the little ones do, but bigger and far more powerful. Its size makes longer ranged melee morphs such as the Sword and the Whip particularly dangerous due to the sheer range advantage they enjoy. Tumeekeys also have a lot more health than their smaller counterparts, and this is especially noticeable on Hard and 101% Hard.

Ideally, stun the Tumeekey with Team Attacks as often as possible, but it can be hard to get your people to stick to it. Stuns give you the best chance to shatter a Tumeekey and start really tearing through its massive health pool.

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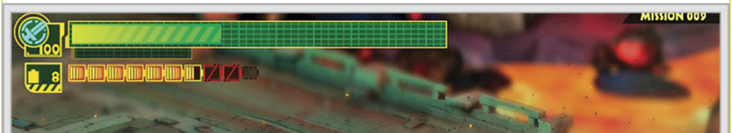
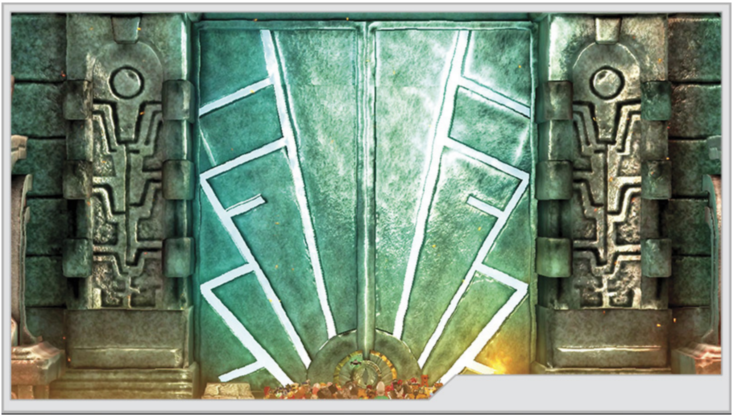
MISSION 009



The mission doesn't end with the Tumeek's demise. Keep rushing forward. The walkway you're on will start to collapse into the lava, and it is an embarrassing way to end a no-damage run on this mission if you become lax. Once at the door, the mission comes to an end.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	4:00	4:20	4:40	5:00	Very easy
Time	4:00	4:20	4:40	5:00	Easy
Time	4:00	4:20	4:40	5:00	Normal
Time	4:00	4:20	4:40	5:00	Hard
Time	4:00	4:20	4:40	5:00	101% Hard
Combo	2000	1500	1000	500	Very easy
Combo	3000	2000	1000	500	Easy
Combo	4000	3000	2000	1000	Normal
Combo	5000	4000	3000	2000	Hard
Combo	6000	5000	4000	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



After the mission score is posted, you must open the final door with Unite Sword to reach the end of the level.

Operation 005-C

The Gah-Goojin persists in its efforts to reach the Super Reactor, but the Wonderful 100 stand firm in defense of the statue. However, it becomes apparent that another GEATHJERK officer is in command of this operation, and he is willing to take steps that will ensure he personally puts an end to the stubborn warriors of Earth.

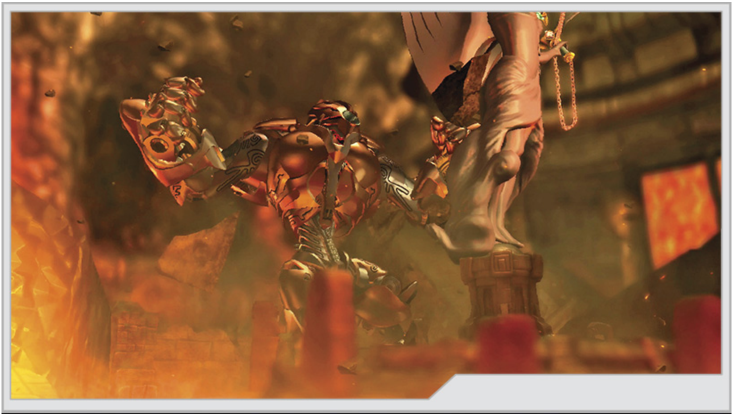
Medal Requirements

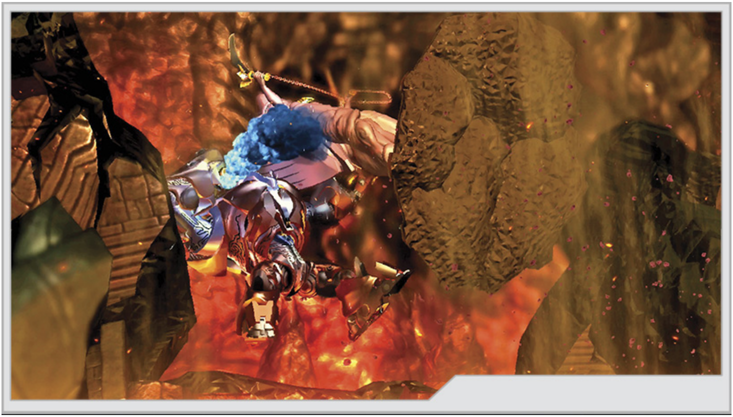
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	10:00	12:00	14:00	16:00	Very easy
Time	10:00	12:00	14:00	16:00	Easy
Time	10:00	12:00	14:00	16:00	Normal
Time	10:00	12:00	14:00	16:00	Hard
Time	10:00	12:00	14:00	16:00	101% Hard
Combo	26000	24000	20000	16000	Very easy
Combo	28000	26000	22000	18000	Easy
Combo	30000	28000	24000	20000	Normal
Combo	32000	30000	26000	22000	Hard
Combo	34000	32000	28000	24000	101% Hard
Damage	0	1000	2000	4000	Very easy
Damage	0	1000	2000	4000	Easy
Damage	0	1000	2000	4000	Normal
Damage	0	2000	4000	8000	Hard
Damage	0	2000	4000	8000	101% Hard

Enemies Present (All Difficulties)

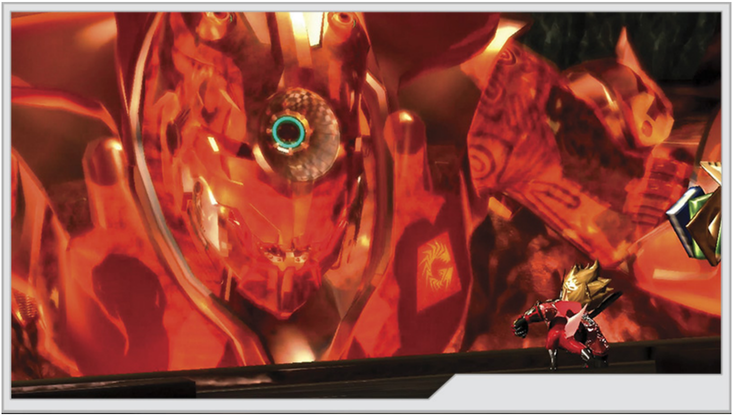
Gah-Goojin, Chew Dough-Goo, Dough-Goo, Hah-Gonay, Megang, Cough-Foon, Tumeekey, Wallgah-Goojin, Walltha

Phase One

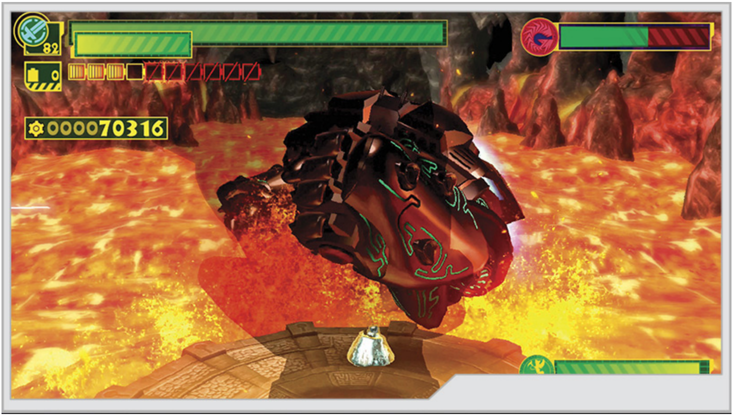


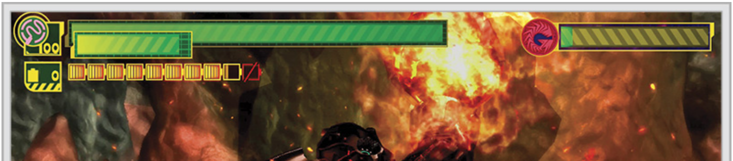


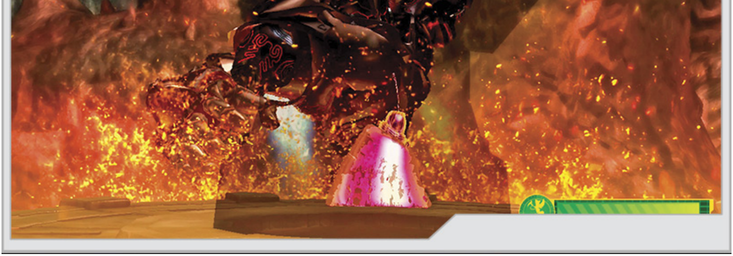
With the Gah-Goojin making a move to destroy the Super Reactor, Wonder-White steps up to the challenge with Unite Claw. Succeed at this event to knock the Gah-Goojin into the lava, thus saving the day. Shortest boss battle ever!



Oh. Unlimited Form it is, then!

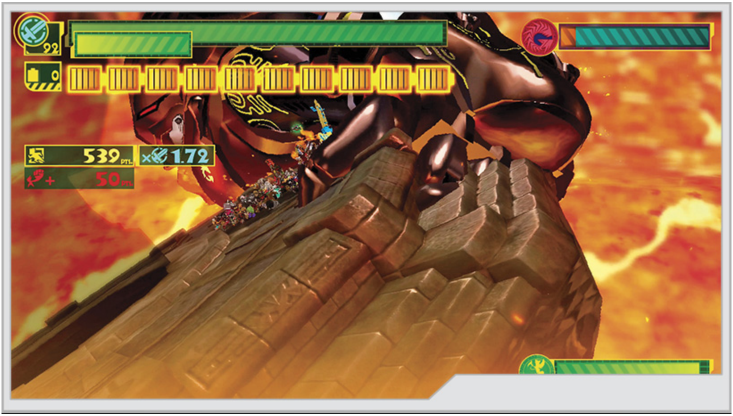




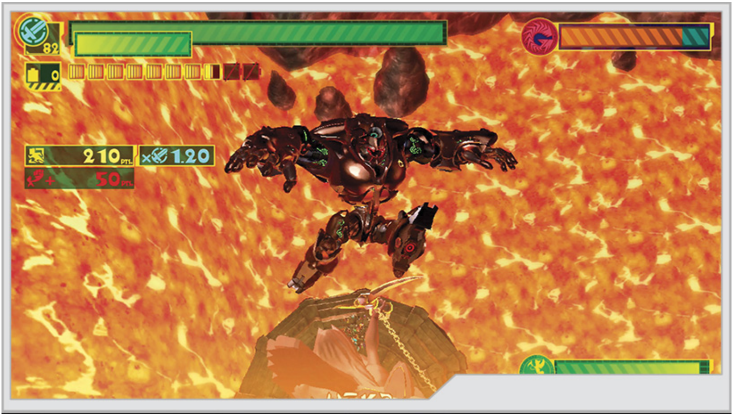


Fortunately, you have fought this boss battle once before. This Gah-Goojin does many of the same moves as the one you fought in Operation 002-C, and you can defend against them in the same ways. It's easier to list what Gah-Goojin will not do in this fight: the wire-guided rocket punch is out, and Gah-Goojin will not try to fly onto the statue to step on you or fire his laser cannon. Since this one also has both of its original arms, you don't have to worry about Cough-Foon laser blasts or special ship-rocket punches, either. Lastly, Gah-Goojin will try to slam debris onto you, which you can reflect back at it, but it will also use debris that requires you to shoot it with Unite Gun.

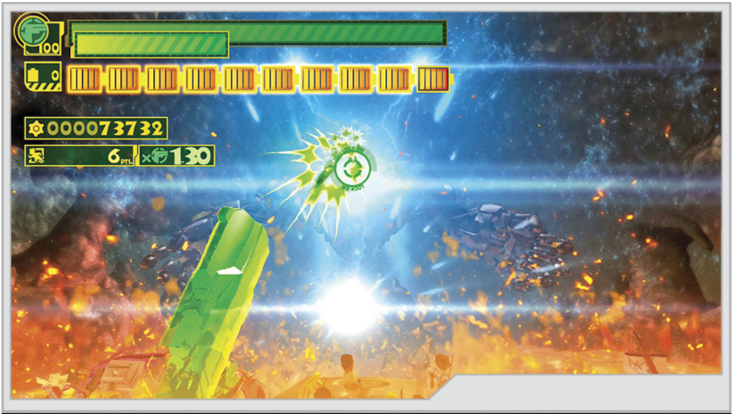
You must work quickly while fighting Gah-Goojin, as its attacks hurt the statue, and enough damage will force you to use a continue. Unlike the previous time you faced him, there is no way to repair the damage being done here. Too much damage, and you fail the mission. Keep an eye on that statue life gauge in the screen's lower right corner!



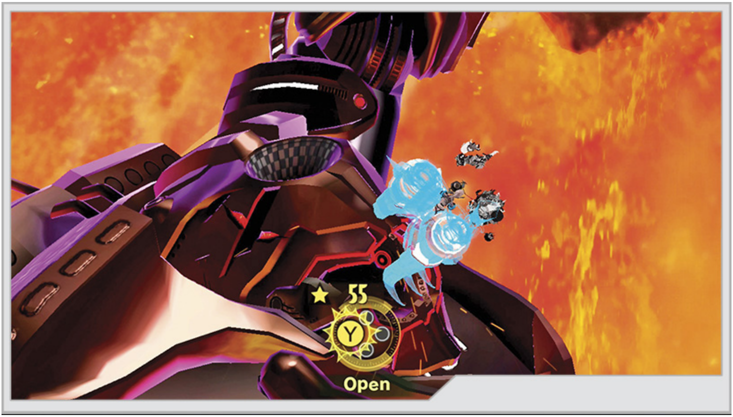
Another way to instantly fail the battle is to let Gah-Goojin tip the statue over into the lava. This is pretty easy to see coming and to stop. If Gah-Goojin grabs on to the base of the statue, hit that arm as hard as you can to get him to let go.



As the battle progresses, the statue and Gah-Goojin will be floating down a massive lava river that occasionally goes over a lavafall. This has the side effect of interrupting whatever Gah-Goojin is doing. Luck plays a significant role in how well this battle can go for you.



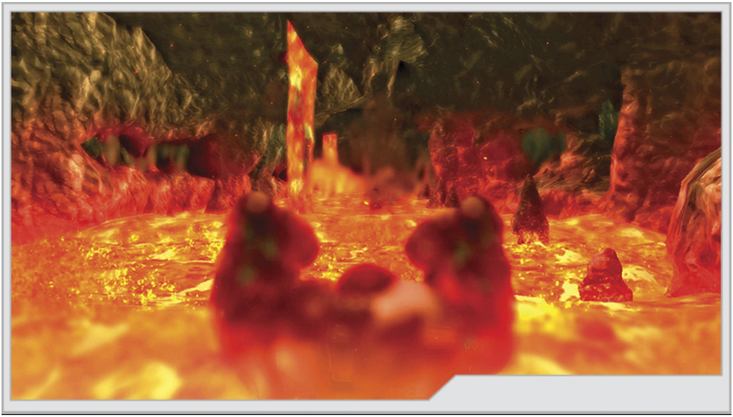
When you finally drain the Gah-Goojin's health, it tries for one last desperation attack, charging up its main gun. Counter it with Unite Gun, aim for the center of the rapidly expanding light, and don't let up on the trigger until Gah-Goojin falls down.



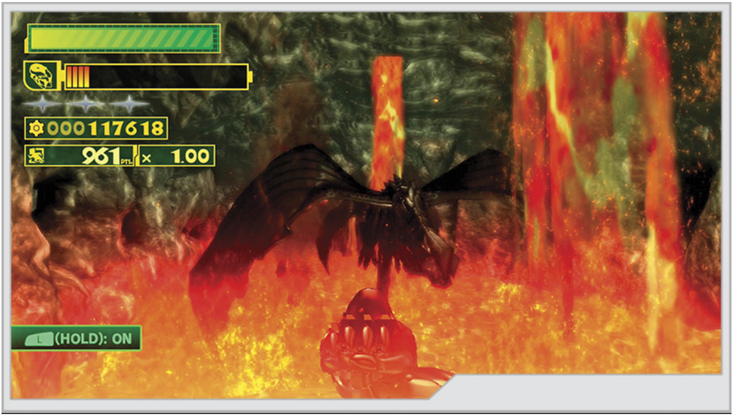
And yet Gah-Goojin hangs in there, quite literally, and throws a massive boulder at the statue. Intercept with Unite Bomb, then Wonder-Jump from rock to rock until you land on the Gah-Goojin's arm. Switch to Unite Claw to pry open its mouth and dive right in.

The team arrives inside Gah-Goojin's control room, much to the surprise of the Chew Dough-Goo and the Dough-Goo manning the mech. Eliminate them to take control of the Gah-Goojin for yourself.

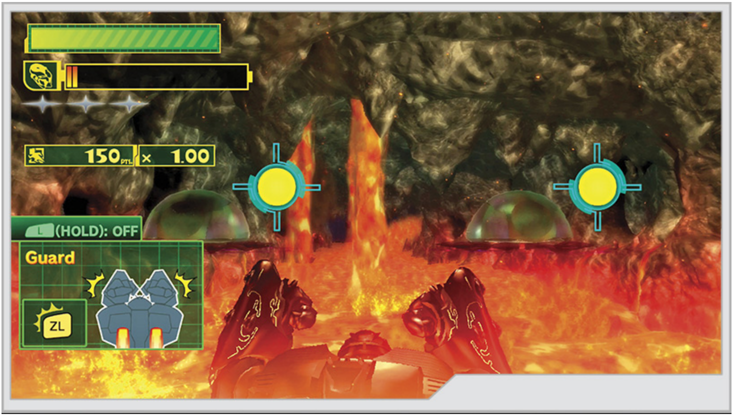
Phase Two



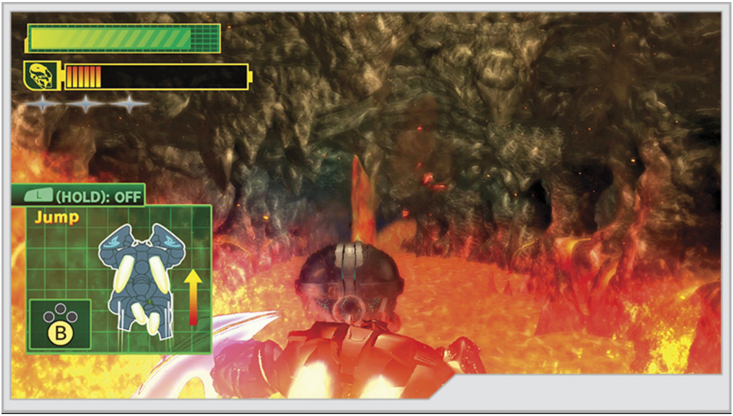
The next section has you marching through the lava in control of the Gah-Goojin, looking for a way out of Mt. Ogretoe. This section acts like a sort of tutorial for what is to come. Memorize the buttons you're introduced to here, as victory will demand it.



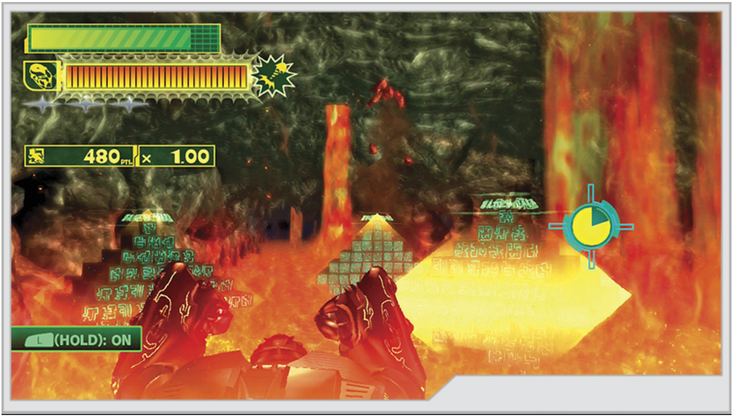
First you'll be attacked by swarms of Hah-Gonay. Punch them out of the sky. On Hard and 101% Hard mode, this will take two punches. This is teaching you about the correct rhythm to fire off alternating left and right combos without pausing between punches. You can also hold up on the Left Stick while punching, which will reach toward higher targets.



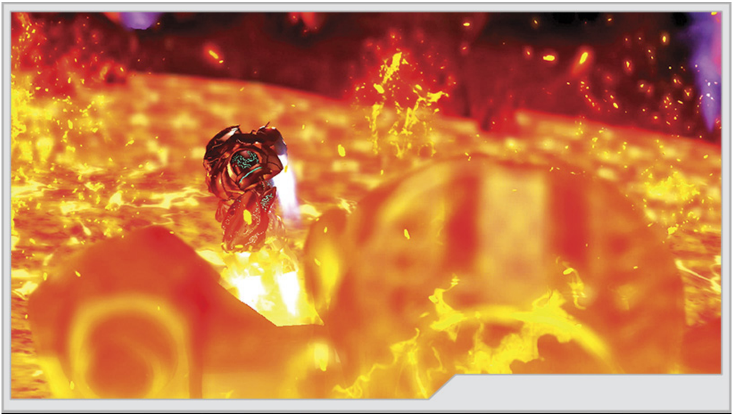
Eventually, Megang start popping up from the lava. You could punch them to death, but it's more effective to stand in front of them and guard against their charges, which will destroy them faster.

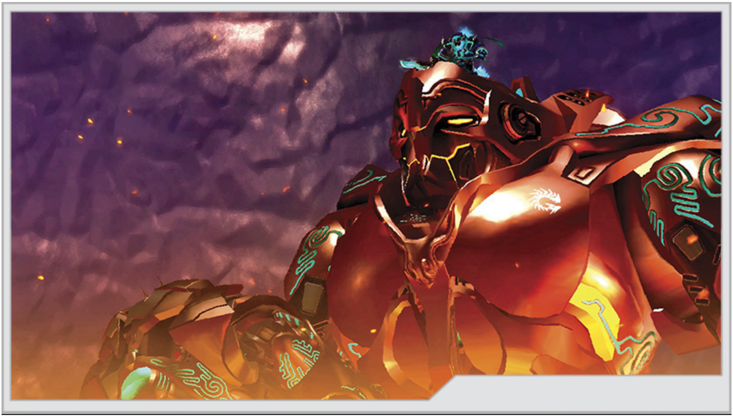


Cough-Foons will try to blast you with their main guns. Leap over the lasers, and then punch them when they get close enough. This usually happens after they fire two shots.



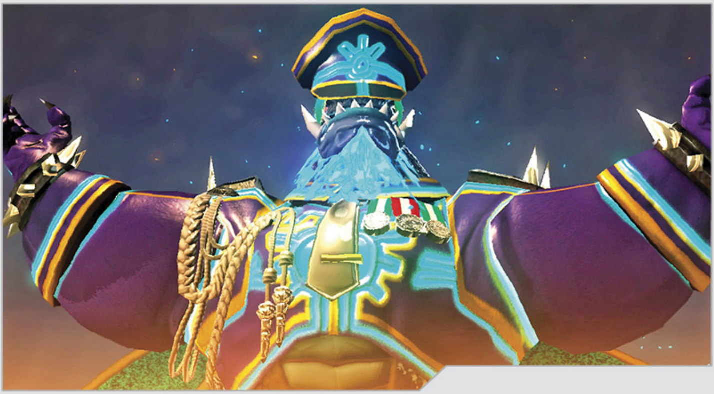
A swarm of Tumeekey will show up close to the end of this firewalk. Blast them with the Special Laser when prompted. Note that this attack takes time to fire up.





With the Tumeekey no longer a threat, something massive rises up out of the lava before your Gah-Goojin. Standing proudly atop it is another commander of the GEATHJERK.

GEATHJERK Encounter: Walltha

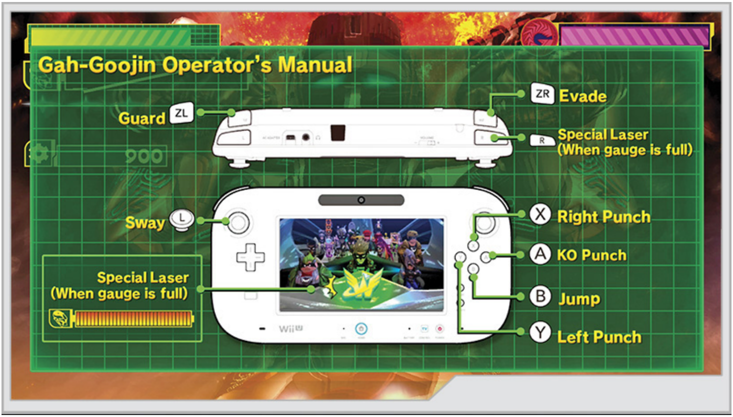


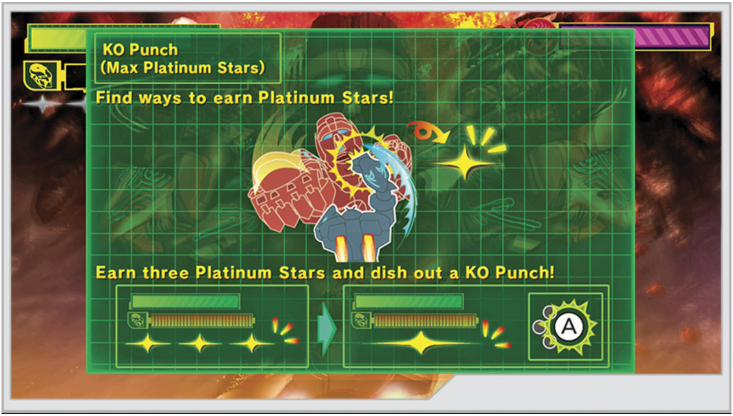
Brother of Laambo, Walltha exhibits many of the same traits: an obsession with leading the charge to destroy all humanity, taking pleasure in the suffering he causes and showing a willingness to do what it takes to win. He shows no sentimentality over the sacrifices made by his fellow soldiers to bring GEATHJERK this far. To Walltha, even their deaths are just another way to get what it wants: total victory.

GEATHJERK Encounter: Wallgah-Goojin

Completely dwarfing even the Gah-Goojin, the Wallgah-Goojin is Walltha's personal command mecha. Despite its enormous size, it is built for speed and for melee combat. Comparing raw power statistics and size to a Gah-Goojin, this is worse than a mismatch. It's pure overkill.

Phase Three

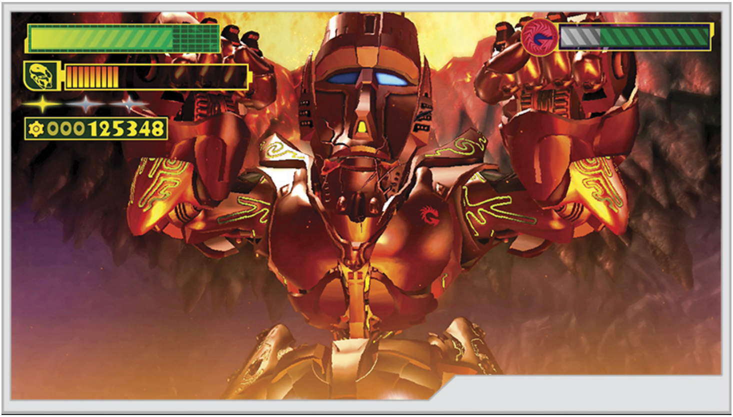

Gah-Goojin Operator's Manual
Guard ZL
ZR Evade
R Special Laser (When gauge is full)
900
Sway L
X Right Punch
A KO Punch
Special Laser (When gauge is full)
B Jump
Y Left Punch


KO Punch (Max Platinum Stars)

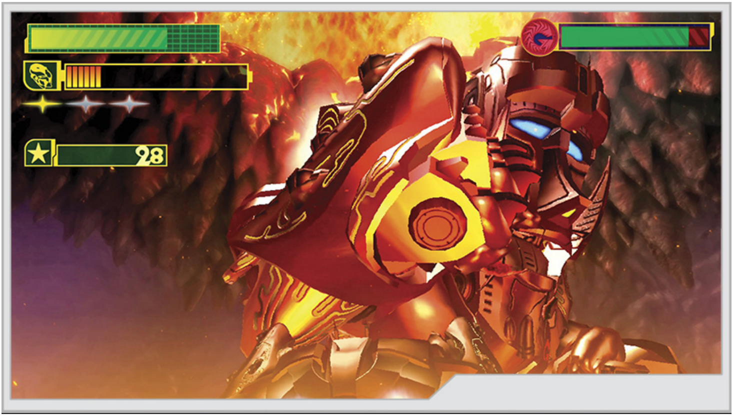
Find ways to earn Platinum Stars!

Earn three Platinum Stars and dish out a KO Punch!

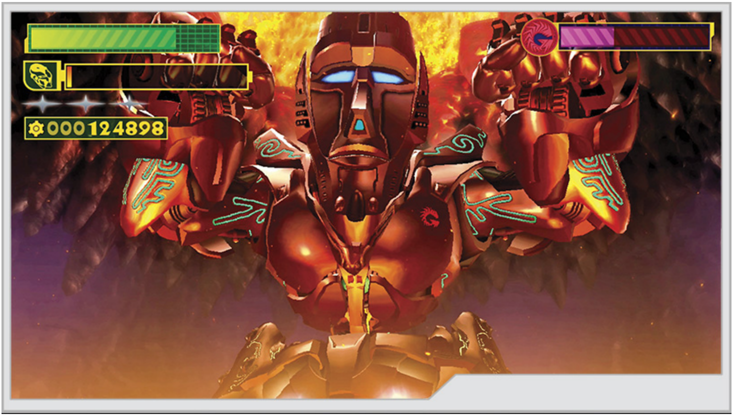
Longtime Nintendo fans will be instantly familiar with what is about to happen here. This is a boxing match between incredible machines built for this sort of battle, and believe it or not, you have a good chance to win.



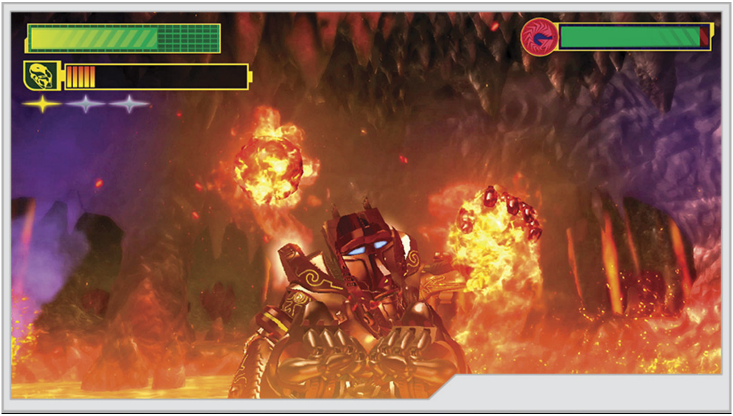
The first thing about fighting Wallgah-Goojin is to pay attention to his face. Specifically the eyes. If the eyes flash, you will see a left or right hook.



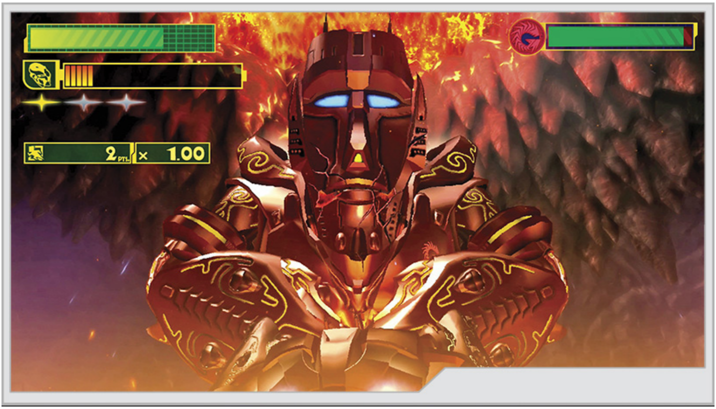
If an eyebrow twitches, expect straight jabs from that side.

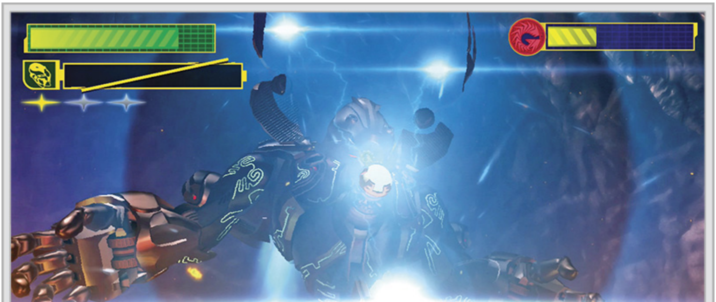


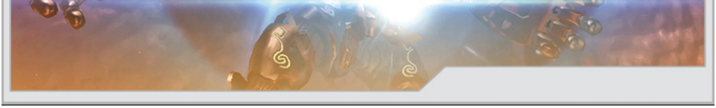
However, it’s not just the face that provides the tells. Wallgah-Goojin’s body will also sway in particular ways. If he ducks slightly to one side or the other, he will use uppercuts.



Wallgah-Goojin will also use kicks, telegraphed by spinning away from you. Jump over these kicks! He will also fall back and pick up boulders to throw at you. These can be blocked, but if you punch them out of the air, you can get health restoration items.

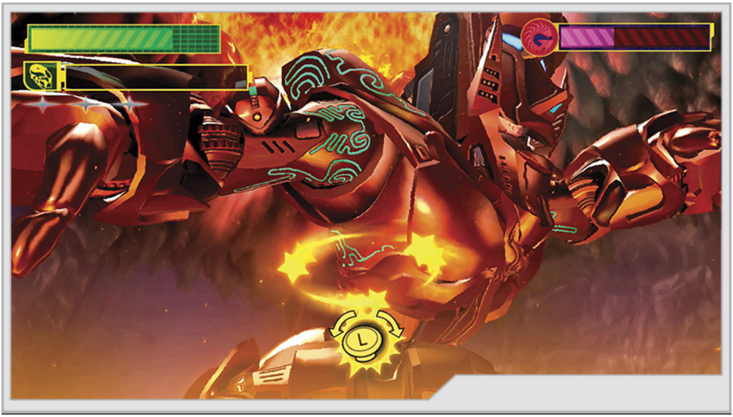




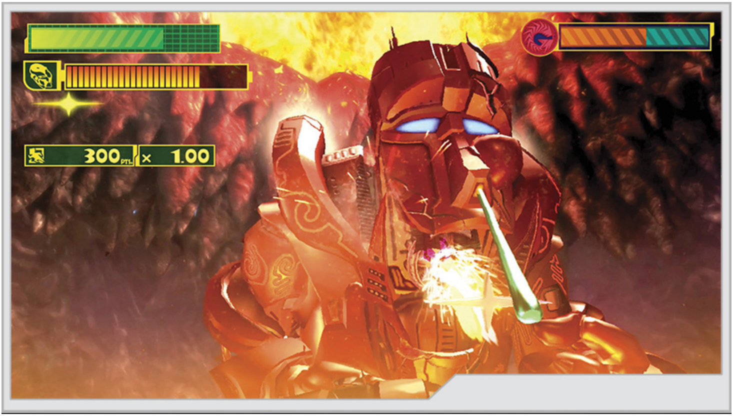


Do NOT punch at random. Wallgah-Goojin can guard all day without consequence. Let him strike, then begin the counterattack. Ideally, you can cross-counter every one of his punches by punching him in the stomach (Left Stick is at neutral + left or right punch) or in the face (hold Up on Left Stick + left or right punch) at the precise moment before his punches land. If he throws a right, you throw a right. Timed correctly, this can score you a Platinum Star, and three of these will allow you to use a KO Punch. However, hold on to that punch unless Wallgah-Goojin is dizzied, and the same goes with the Special Laser. Use these when he's able to counter, and he will flatten you.

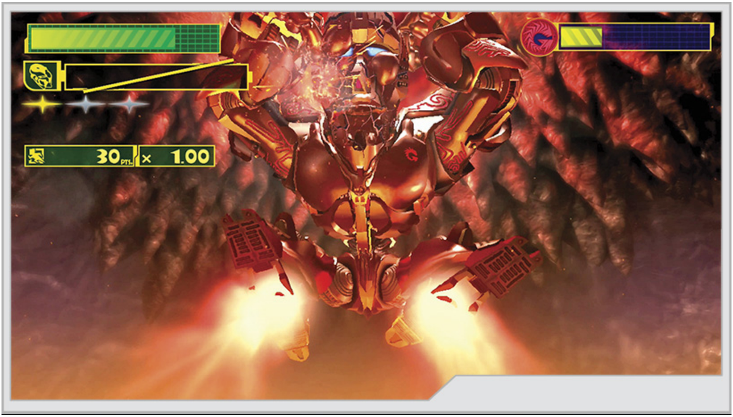
Scoring enough counterpunches in succession can dizzy him quickly. However, if you're not confident about counterpunching (the timing is tight), you can always dodge one of his blows, then strike afterward.



If Wallgah-Goojin manages to hit you in succession, there's a chance that you will be dizzied as well. Rapidly tap the Left Stick back and forth to recover before he really lets you have it.

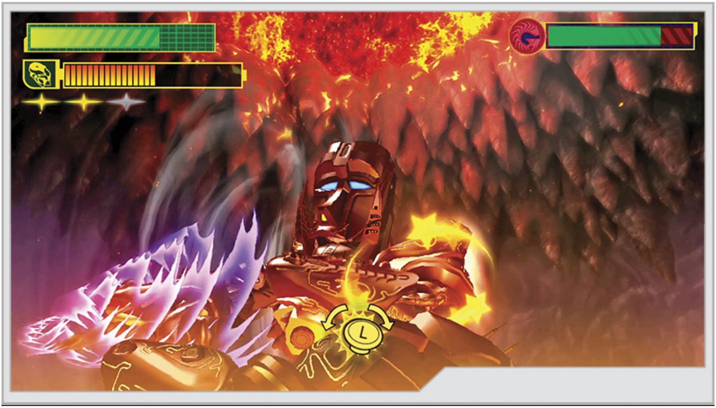


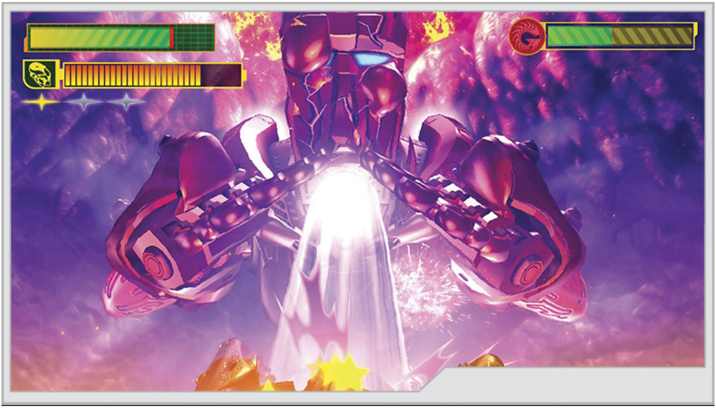
Either through cross-counters or counterpunching after Wallgah-Goojin misses an attack, you can temporarily stun him, allowing you to score a flurry of punches so long as you properly time your hits between left and right punches. Wallgah-Goojin will eventually recover from these moments. Sometimes, rather than just a temporary stun, Wallgah-Goojin will be completely dizzied, which is an opening for your KO Punch or Special Laser.

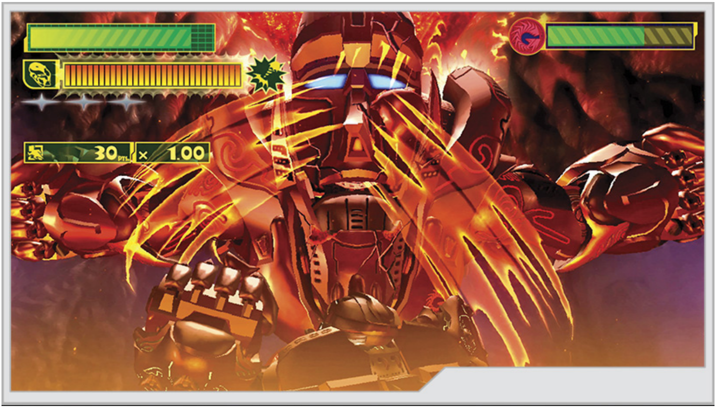


The last thing Wallgah-Goojin has up his sleeve is to fly up in the air and display a combination that he is about to perform. It can be a short combo or a lengthy series of alternating straights, hooks, and kicks. Pay attention, because when he flies back down, he's going to do everything he shows you.

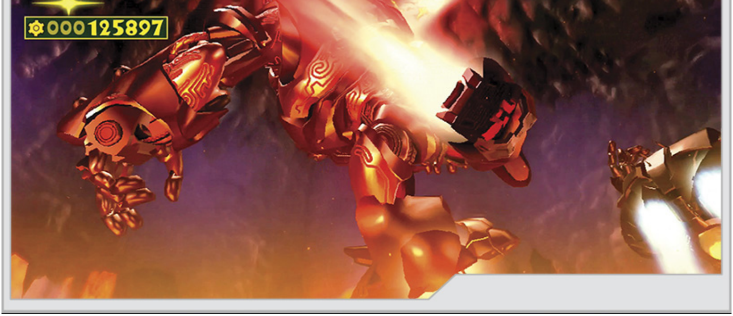
It is totally possible to cross-counter every attack in these combinations. It is also totally awesome, and as a bonus just absolutely devastates his life meter.

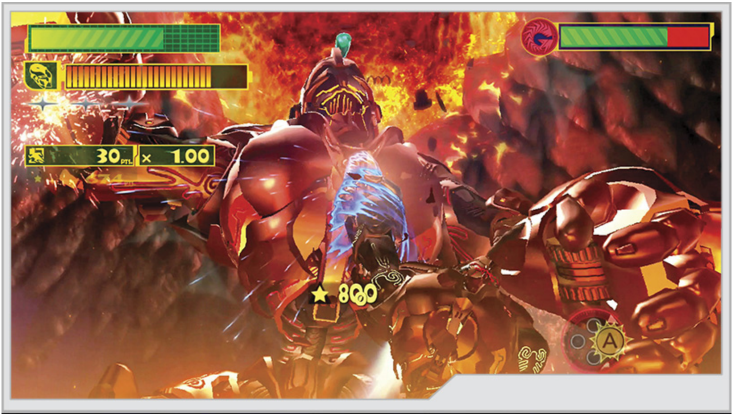




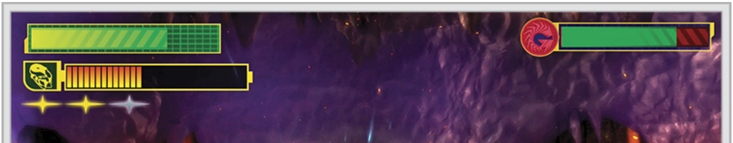


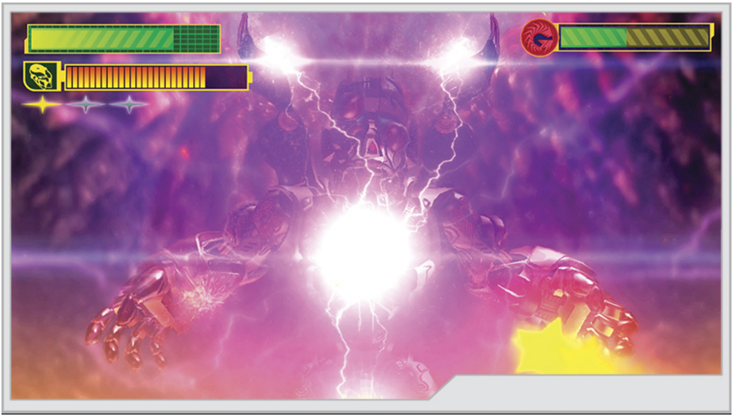
Wallgah-Goojin has an incredible number of attacks. You can block most of the punches and kicks, but you can't stop his beam cannon breath, headbutt, or drill punches. Thankfully, you will be able to see these coming and can move or sway out of their way.



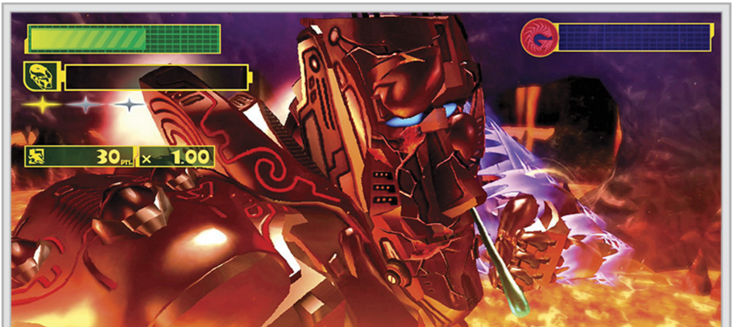


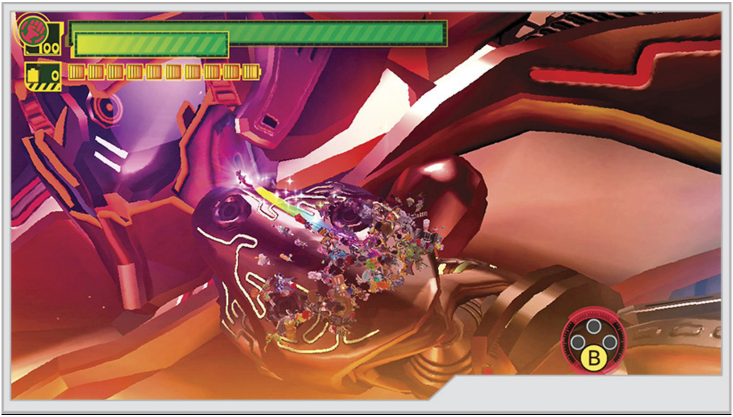
Dodging the drill punch is especially vital, as it can leave Wallga-Goojin disoriented, and if you've got a KO Punch ready to go, this is the perfect opportunity to use it. Just make sure you actually see the stars spinning over his head before you try it. The KO Punch does heavy damage, fills a large chunk of your Special Laser meter, and immediately knocks Wallgah-Goojin to the lava mat. You can also use the Special Laser if it is ready.



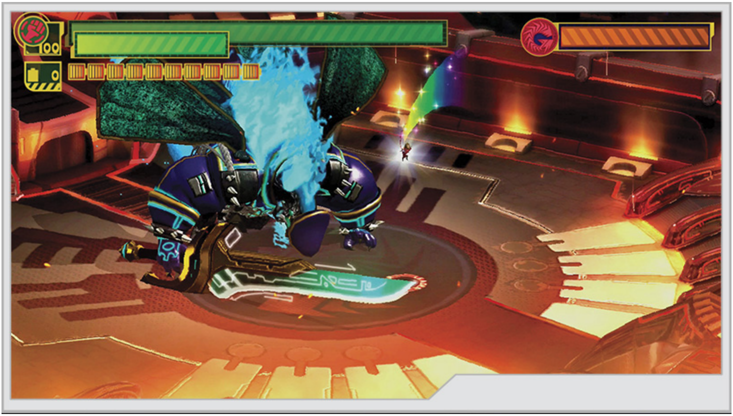


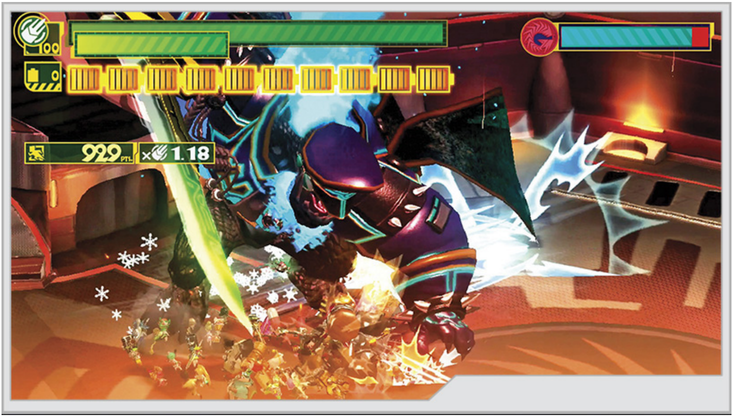
After sustaining enough of a beating, Wallgah-Goojin will eventually get knocked down from your regular punches as well. In the event of a knockdown, you can mash the A Button rapidly to build up a charge for your Special Laser. However, if you are knocked out yourself, you are knocked out of the Gah-Goojin. You must gather up your team and climb back aboard before the ten count passes! During those moments, he will start charging up his own Special Laser. If you recover fast enough, you can score a flurry on him while he's in the middle of charging, or even a KO Punch. The latter is quite risky, though.



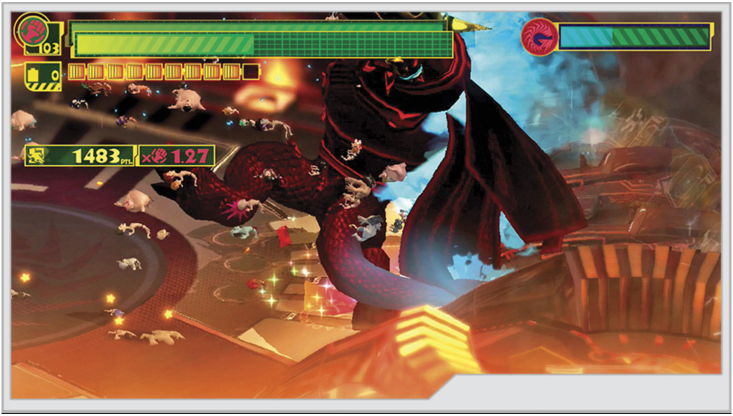


When you finally take out all of Wallgah-Goojin's health, he goes for a desperate gambit, setting up another drill punch. In this event, you must successfully mash the B Button fast enough to set up a final counterattack. You then control the Wonderful 100 to board Wallgah-Goojin to face Walltha in personal combat!



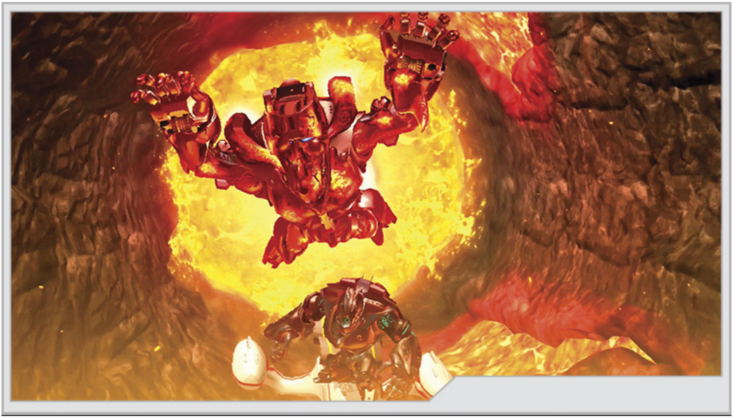


Walltha fights exactly like his younger brother did, so you will not see anything new, but everything you see will be as dangerous as usual. However, after the beating his machine has sustained, he hasn't fared very well, starting the fight temporarily stunned. Refer to the strategies you've used to beat both Laambo and the Ankho.

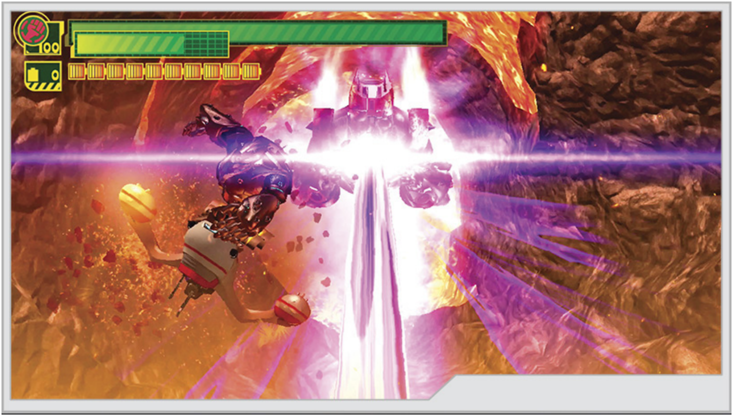


Be wary if Walltha turns red, especially on higher difficulty settings. It's a small space to fight in, and his spin slash, while enraged, can be utterly devastating. Hero Sense and Hero Time are excellent Custom Blocks to switch on for this part of the fight.

Phase Four



The Virgin Victory swoops in to pull your Gah-Goojin out of the fire, but Walltha apparently refuses to give up. The Wallgah-Goojin will pursue you out of the erupting volcano, throwing boulders at you and attempting drill punches. He'll even fire off his laser breath. Dodge these the best you can; this is the homestretch.

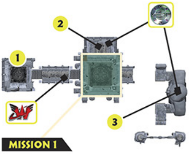


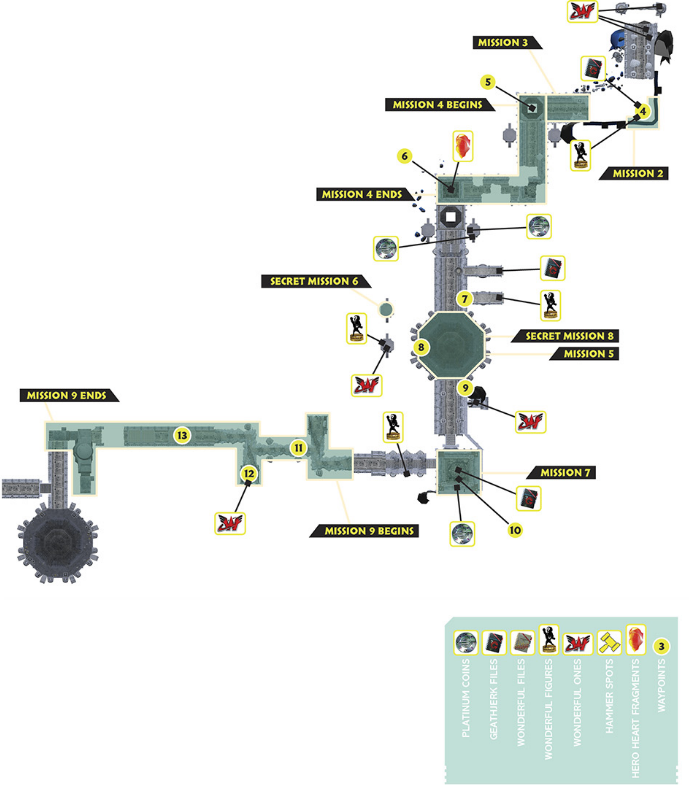
After a heart-pounding minute, Wallgah-Goojin falters, but the Virgin Victory is about to crash into a dead end. Power up the Gah-Goojin's main guns and shoot your way to freedom. Operation 005 is complete!

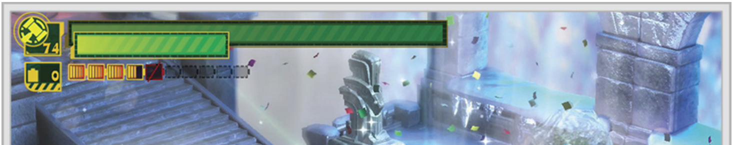
Operation 006: Gocken Island—Lost City of Kowrule

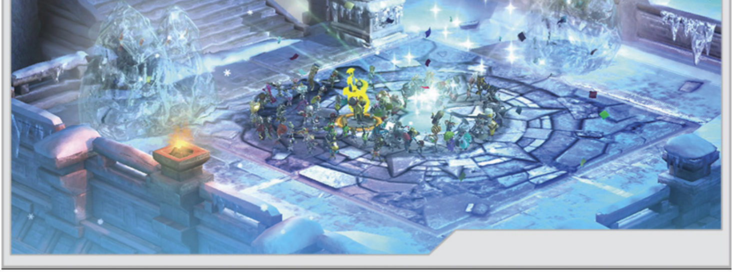
The last of the Super Reactors is buried deep under the antarctic in the lost city of Kowrule. This is the coolest location seen in the war against the GEATHJERK Federation. The Wonderful Ones must contend with low temperatures and the drama building inside the team with Luka's presence and with Wonder-Blue's extreme trust issues. Once again, the enemy has beaten Earth's heroes to the punch. A fated duel in the name of justice awaits.

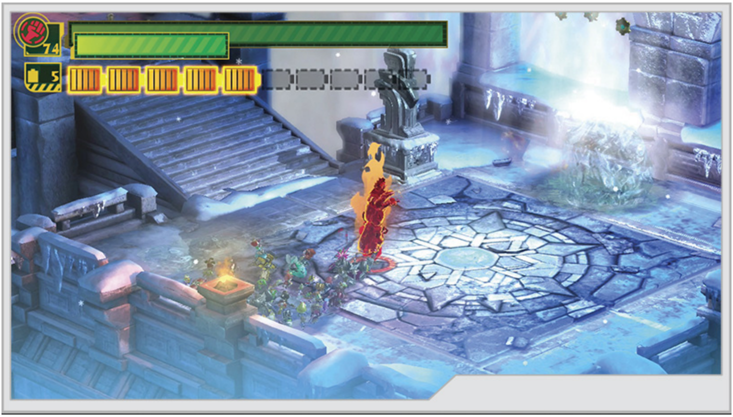
Operation 006-A



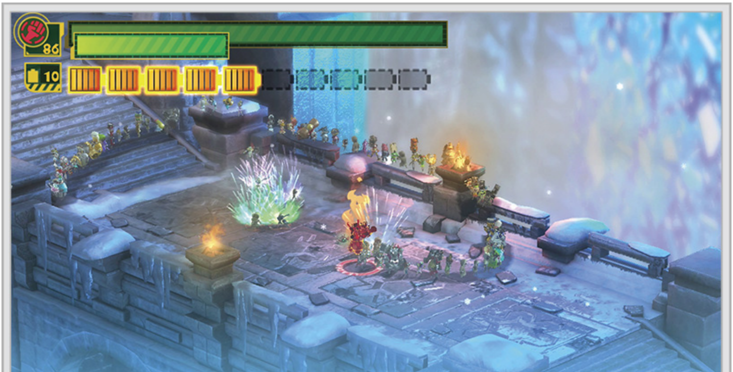


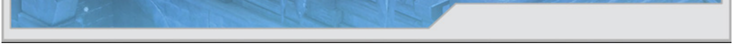




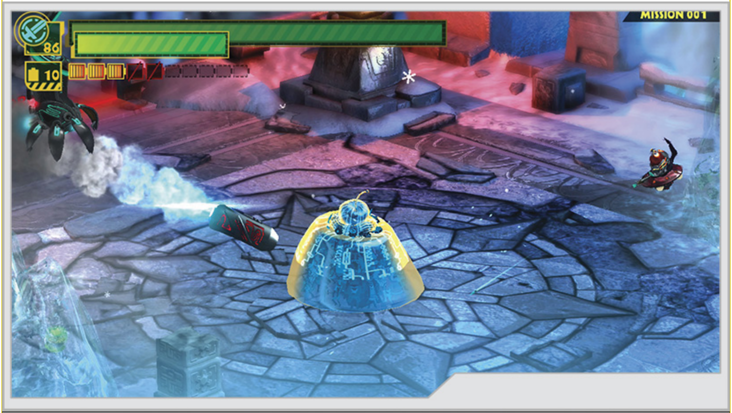
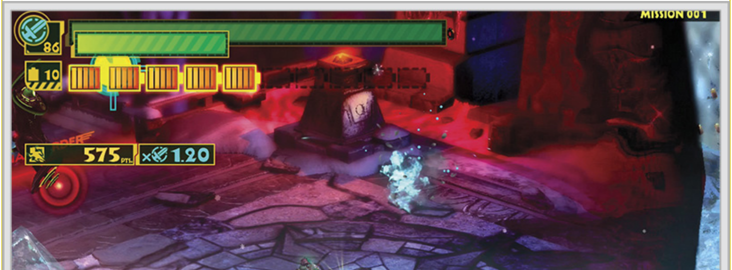


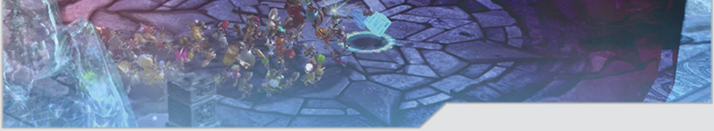
The moment you start, circle a Wonder-Liner at the center of the platform to reveal some hidden food. Next, note the nearby lit torch [1] and the large ice chunks throughout the area. You can collect the fire with Unite Hand and shoot fireballs at (or punch) the ice to free civilians or hidden items.





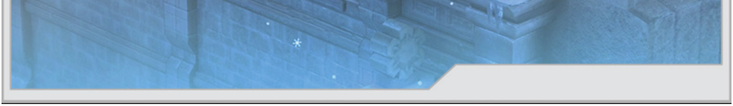
You can free Wonder-Ice Cream from an ice rock close to the start.

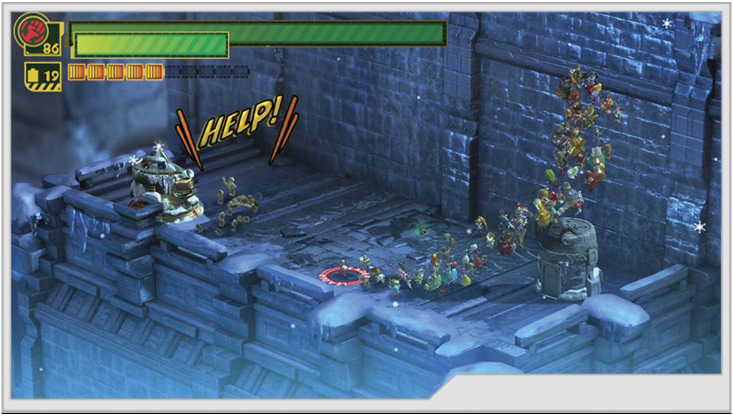
Mission 1
Medal Requirements
Enemies Present (Very Easy–Normal)
Kuzzler, You-Hough x3
Enemies Present (Hard–101% Hard)
Wave 1: Kuzzler, You-Hough x3 Wave 2: Diedough-Goo





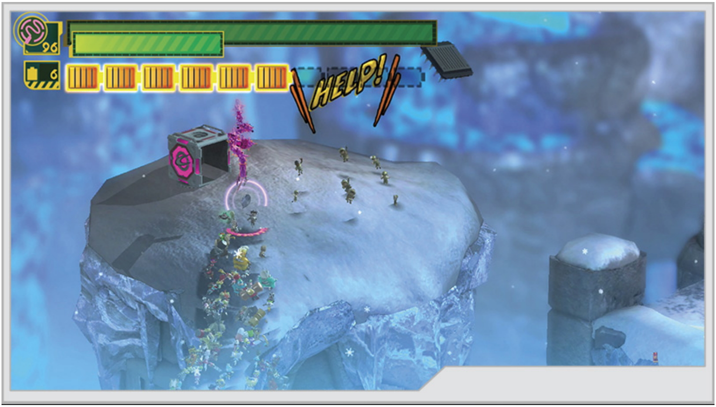
If you've been completing every Kahkoo-regah mission as you've completed the operations, you will have met the Kuzzler in Operation 004-B. Remember to Team Attack the Kuzzler when it has its anti-Unite field active in order to stun it and cancel out the field, then beat it down. You-Hough also accompany the Kuzzler for this battle. On the higher settings, a Diedough-Goo shows up shortly after you clear the first wave.

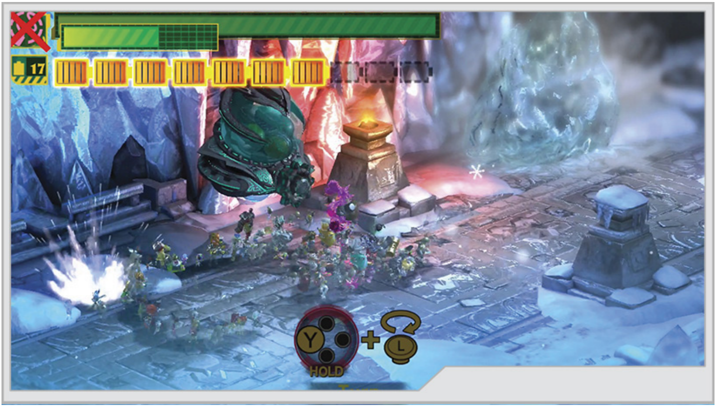
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:10	1:20	1:30	1:50	Very easy
Time	1:00	1:10	1:20	1:40	Easy
Time	0:50	1:00	1:10	1:20	Normal
Time	1:00	1:10	1:20	1:40	Hard
Time	1:00	1:10	1:20	1:40	101% Hard
Combo	800	600	400	200	Very easy
Combo	1000	800	600	400	Easy
Combo	1500	1200	1000	500	Normal
Combo	6000	5000	4000	3000	Hard
Combo	7000	6000	5000	4000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

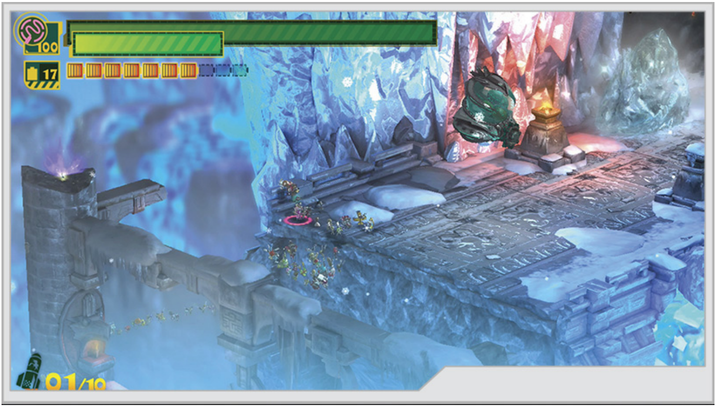




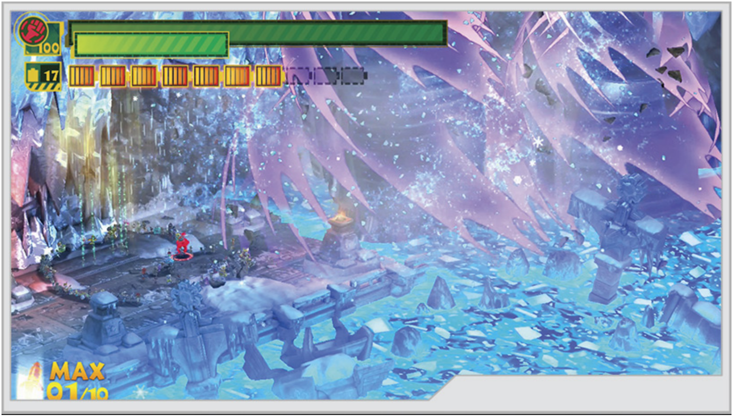
[2] After finishing Mission 1, jump off the left side of the arena to reach a hidden area. You can rebuild a treasure chamber with the Wonder-Liner for a Platinum Coin, while the nearby Wonderful Toilet contains a food item.

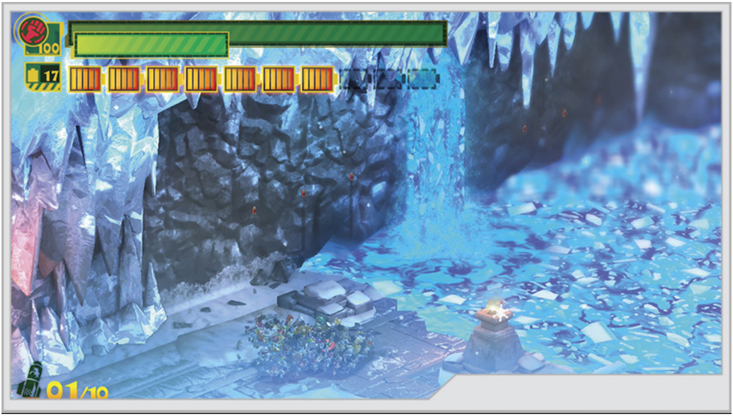






[3] After bridging across the gap from the Mission 1 arena to press onward, you can jump on top of a small ledge to rescue civilians and open a pink supply box containing a second Platinum Coin. Next, Unite Whip across the nearby chasm using a pair of hooks to reach another pathway. Near a Gatcha is a crowd of civilians, among whom is Wonder-Rabbit. Next, look back at the pillar holding up the second hook. If you send a Wonder-Liner around it, you can rescue the hero Wonder-Ghost, as he hovers at the top of the pillar. Lastly, twisting open the Gatcha will recruit Wonder-Dancer onto the team.



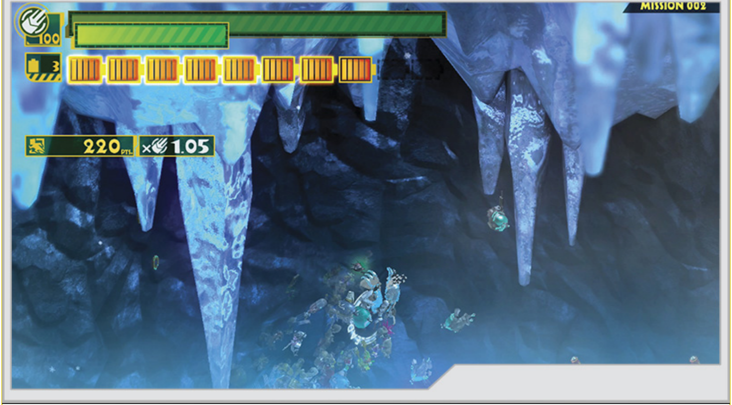


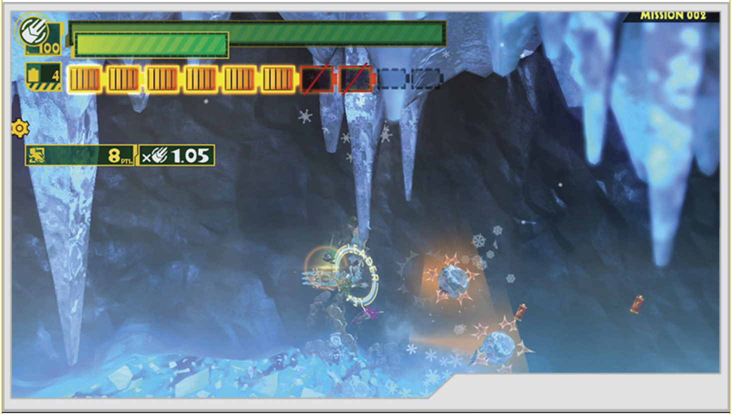
As you follow the path, a section of it is ripped apart by large mechanical tentacles. You have to Unite Claw along the wall over the water, which is cold enough to be as dangerous as lava. There are also waterfalls that will hurt you if you touch them.

Mission 2

Medal Requirements

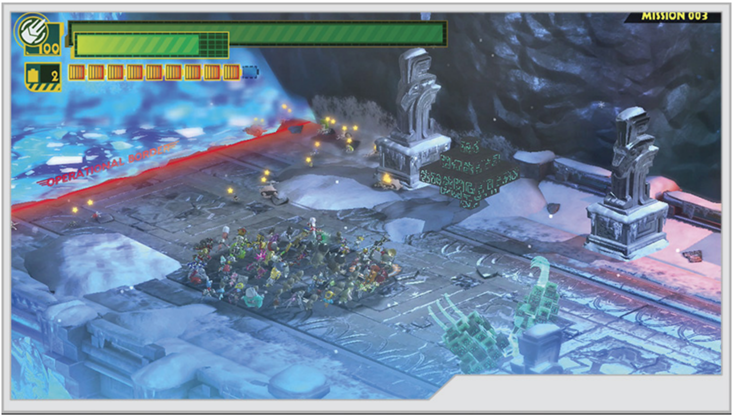
Enemies Present (All Difficulties)
Dough-Goo x 6





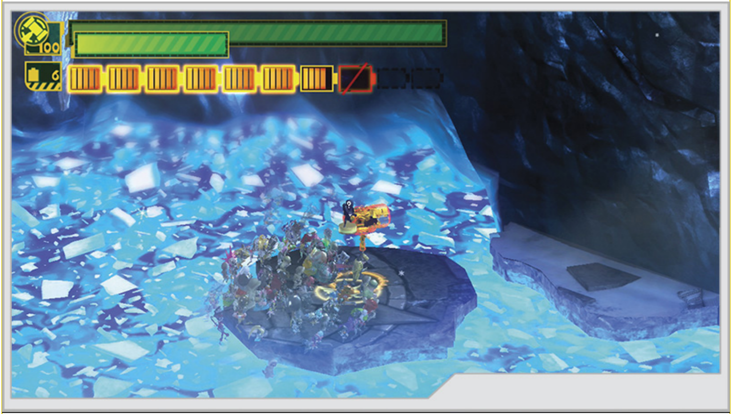
You can actually miss out on completing this mission. After passing the ice waterfalls, a squad of Dough-Goo teleport onto the wall, starting the mission. Eliminate them all as quickly as you can before you jump down to a nearby ledge; otherwise they disappear and will not come back, causing you to miss out on a mission completion bonus.

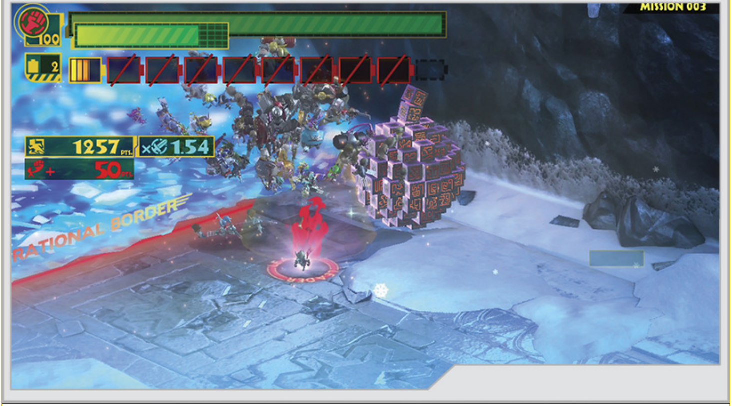
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:50	1:00	1:20	1:40	Very easy
Time	0:50	1:00	1:20	1:40	Easy
Time	0:40	0:50	1:00	1:20	Normal
Time	0:40	0:50	1:00	1:20	Hard
Time	0:40	0:50	1:00	1:20	101% Hard
Combo	100	80	60	40	Very easy
Combo	100	80	60	40	Easy
Combo	130	100	80	50	Normal
Combo	300	250	200	150	Hard
Combo	350	300	250	200	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	400	800	1200	Hard
Damage	0	400	600	800	101% Hard



[4] After finishing Mission 2, drop down to a ledge near a small island with a treasure chamber on it, and destroy it for GEATHJERK File No. 25. Unite Hammer the spot it once occupied for Wonderful Figure No. 60. After this, keep climbing along the wall, taking care to avoid the waterfalls until you reach a safe pathway.

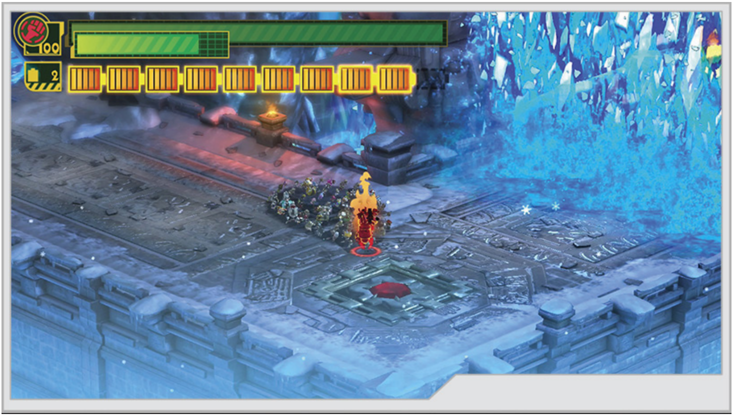
Mission 3
Medal Requirements
Enemies Present (All Difficulties)
Koh-Tumeekey x2





A pair of Koh-Tumeekeys strike shortly after arriving at the rest of the path. Along with the usual challenges these guys provide, you have to also contend with the falling stalactites. Unite Hammer can block these hazards, while also doing good damage to the enemy.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:50	2:10	2:30	2:50	Very easy
Time	1:50	2:10	2:30	2:50	Easy
Time	1:40	2:00	2:20	2:40	Normal
Time	1:40	2:00	2:20	2:40	Hard
Time	1:40	2:00	2:20	2:40	101% Hard
Combo	1500	1200	800	500	Very easy
Combo	2000	1500	1000	500	Easy
Combo	3000	2500	2000	1000	Normal
Combo	4000	3000	2000	1000	Hard
Combo	5000	4000	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



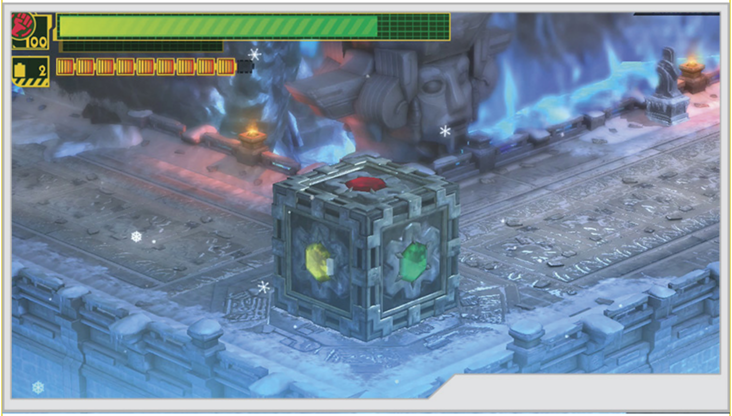
Mission 4 is very close by. [5] Walk onto the stone tile with a red gem on it to trigger the mission.

Mission 4

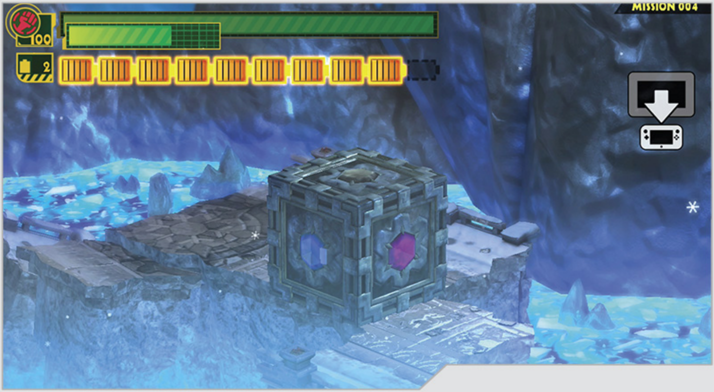
Medal Requirements

Enemies Present (All Difficulties)

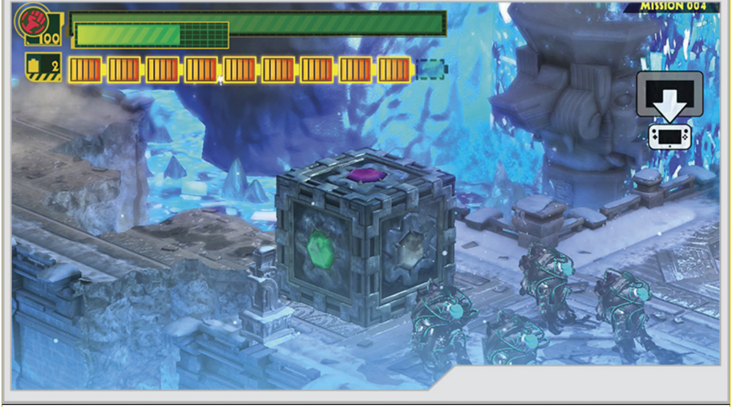
Diedough-Goo x4



This is a rather cool mission. Standing on the red gem drops you into a stone cube, the interior of which is prominently displayed on your GamePad. The walls all have a color-coded gem that corresponds to a gem on the outside of the box. You need to strike the gems to move the cube in the direction you want. At first, it's a simple trip forward. For this section, Unite Gun or Unite Hand are good selections.

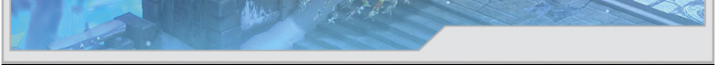


However, parts of the pathway collapse, leaving you a route that is in places exactly one cube width in size, so you'll have to turn to face the correct gem to ensure you make the turns correctly and avoid falling in the ice water.

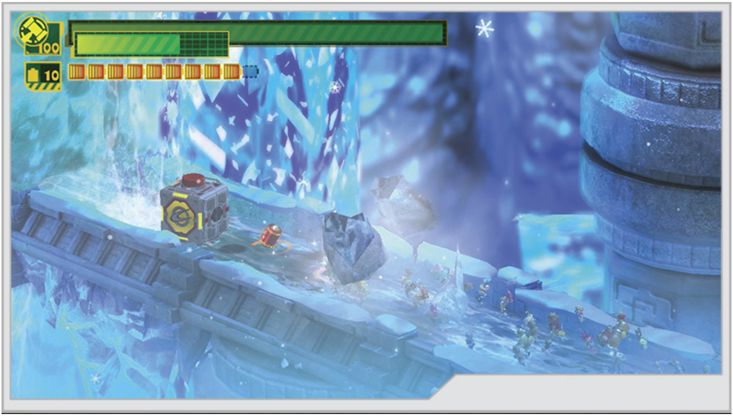


After the harrowing navigation across the thin path, you reach an unbroken section of the walkway. Four Diedough-Goo teleport in your way to try and stop you. However, the narrow section you just made it past has lined them up perfectly for you to crush with the cube. Run them down, then make for the slot near the ice waterfall to deposit the cube and complete the mission.

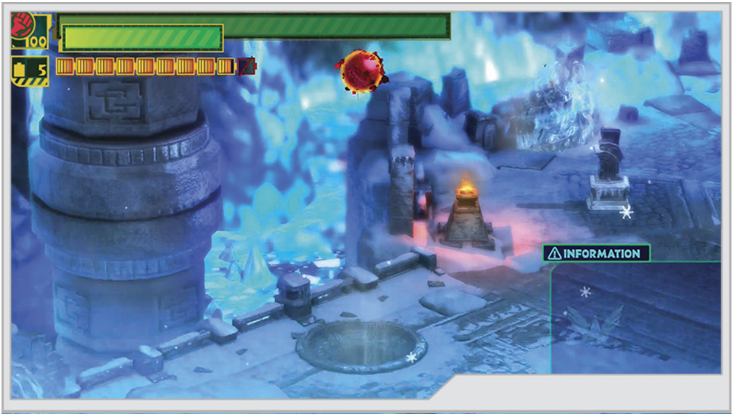
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:10	1:30	2:00	Very easy
Time	0:55	1:05	1:35	2:00	Easy
Time	0:50	1:00	1:30	2:00	Normal
Time	0:43	0:58	1:20	1:40	Hard
Time	0:45	0:55	1:20	1:40	101% Hard
Combo	4	3	2	1	Very easy
Combo	4	3	2	1	Easy
Combo	4	3	2	1	Normal
Combo	4	3	2	1	Hard
Combo	4	3	2	1	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	200	400	600	Hard
Damage	0	200	400	600	101% Hard

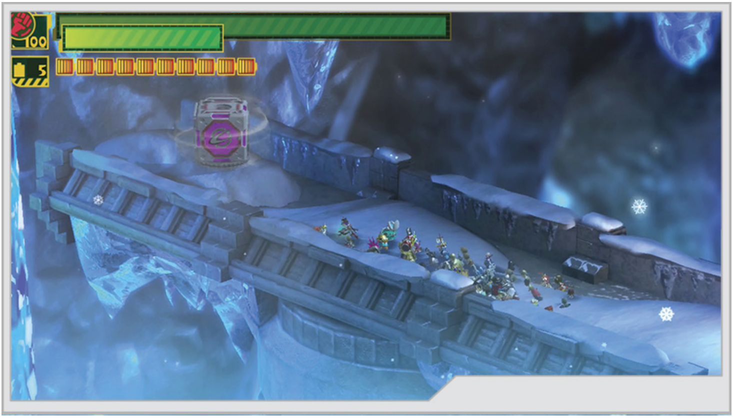


Once you've parked your cube, fall back a short distance to where the Diedough-Goo spawned [6]. You can trace a Wonder-Liner along a pattern on the ground to reveal a Hero Heart Fragment. Then, to the left of where you exited the cube, there is a statue with an open mouth you can send a Wonder-Liner into for a Platinum Coin. Another Platinum Coin can be found inside a nearby Wonderful Toilet.



Next to the Wonderful Toilet is a ramp filled with flowing water. With the Unite Hammer out, climb onto the ramp and walk against the current to reach a yellow supply box. Behind that box is a hammer spot containing GEATHJERK File No. 26.





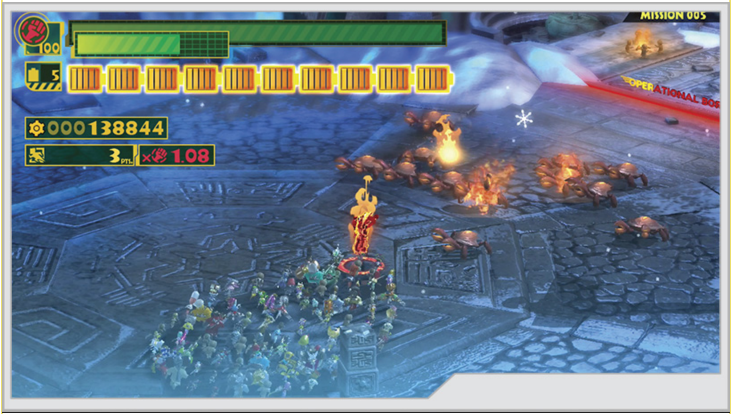
A short distance from the water ramp is an air hole you can roll into with Unite Ball [7]. The air flow will shoot you up near a ledge suspended high above the ground. You have to exit Unite Ball and air jump onto the ledge, then follow it to the end to find a black supply box. Inside it is Wonderful Figure No. 23.

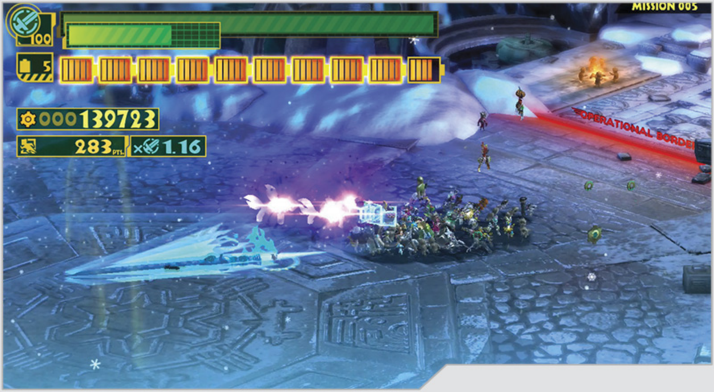
Mission 5

Medal Requirements

Enemies Present (All Difficulties)

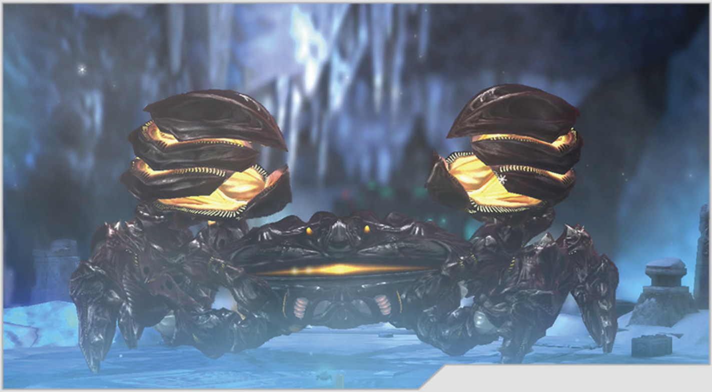
Deah-Kani



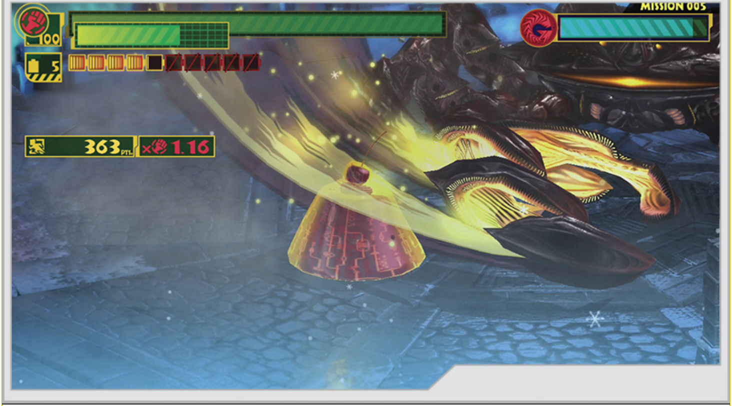


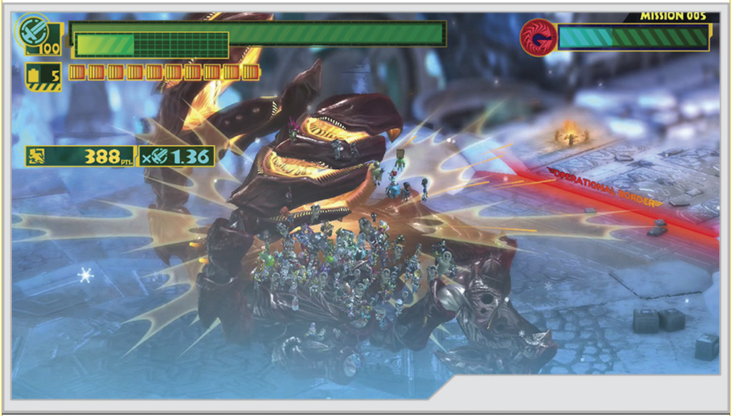
This mission starts up with a swarm of small crablike creatures rushing toward you. These are hardly much of a threat to your team, even on high difficulty settings. Squash them with a full-sized Unite Hammer, or take them down from a safer distance with Unite Sword. However, something quickly objects to your treatment of its children.

GEATHJERK Encounter: Deah-Kani

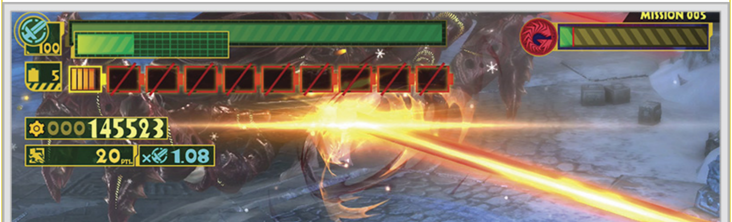


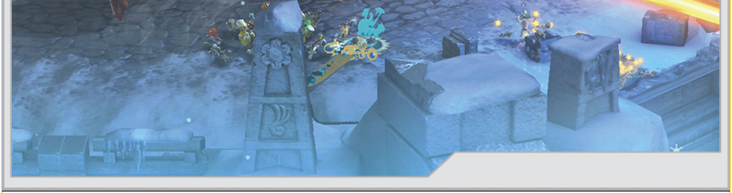
Titanic space crabs that have little in the way of natural predators, the Deah-Kani towers over most things that dare to hunt it. Used by the GEATHJERK to help suppress hostile ground forces, the Deah-Kani uses a variety of naturally evolved weapons at its disposal to swat aside anything that could even consider threatening it or its children.

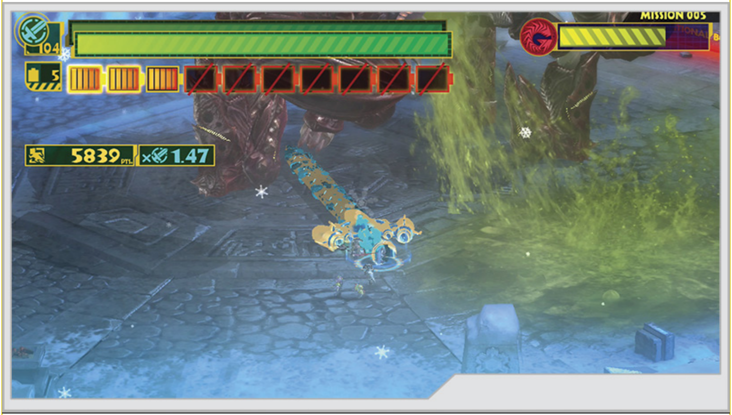




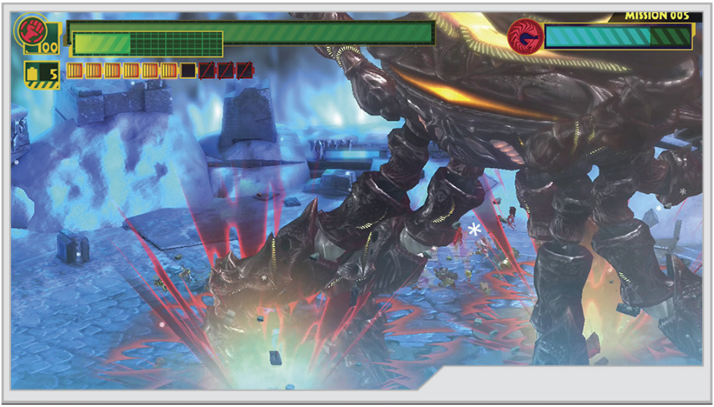
Deah-Kani have extremely thick armor. There is no way to easily cut through it when you first confront these giant hostile crabs. You can jump onto their backs, but the massive pincers will try to flatten you should you jump on while it isn't stunned.

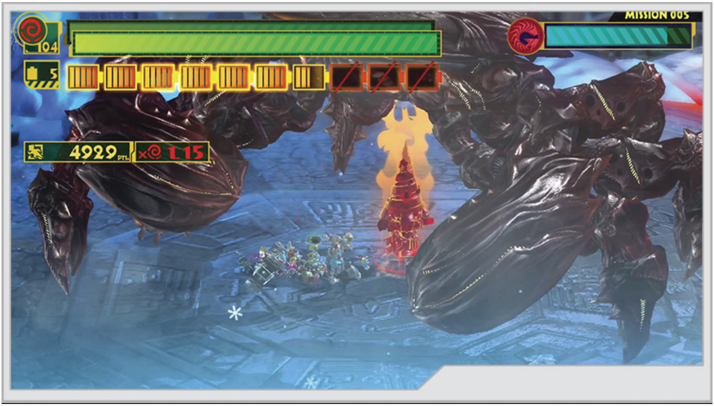


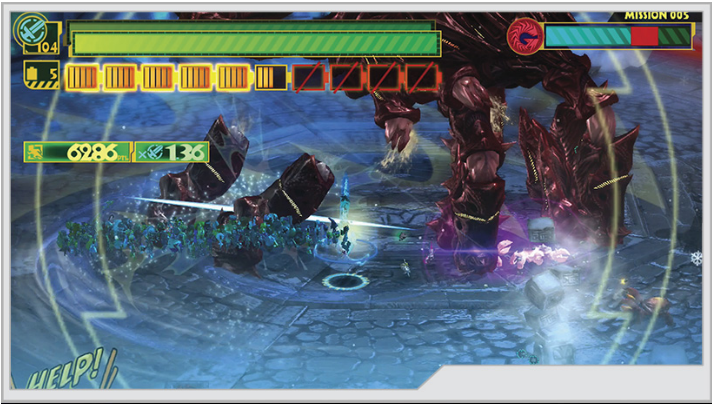




Fighting the Deah-Kani from the ground isn't much safer, particularly from the front. The pincers will still try to crush you (though for certain pincer attacks, Wonder-White will call for attention and he is able to counter them). Additionally, the Deah-Kani will crouch lower to the ground and spit acid blobs or fire a laser that can be reflected with Unite Sword. It can also spit a bubble that traps victims caught with it, keeping them temporarily away from the rest of your team.







What you need to do here is force the Deah-Kani to stand. Repeated attacks on its face and legs will eventually make this happen, and you'll have to contend with foot stomps and full-body slams. However, with it standing up, you can cut off three of its legs, causing the Deah-Kani to collapse to the ground, stunned.

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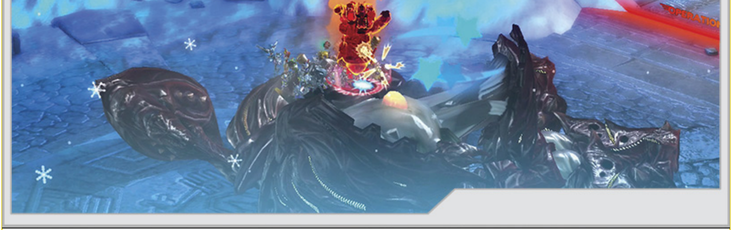
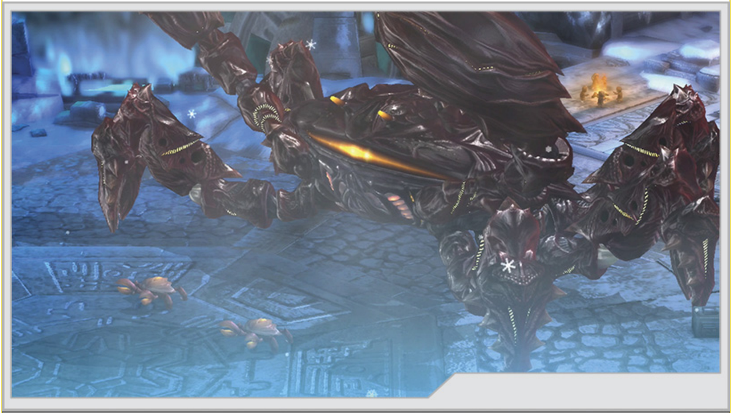


While the Deah-Kani is stunned, it is safe to jump onto its back. You must then pry open the armor there to expose its core, and attack it for as long as the crab is stunned. You likely won't be able to finish it off in one round on the Normal, Hard, and 101% Hard settings, as the Deah-Kani will start to recover. As a rule, if you see the stars over its head vanish, run. The armor will slam back shut and harm anyone close to it. It will then grow back its severed limbs, and the cycle starts anew and keeps repeating until you finally destroy it.



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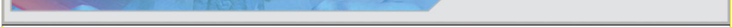


Throughout this fight, Deah-Kani will constantly be spawning baby versions of itself to keep up the pressure. For the most part, you can easily brush them aside while you're fighting the beast.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:30	3:50	4:10	4:40	Very easy
Time	3:00	3:20	3:40	4:00	Easy
Time	2:00	2:20	2:40	3:00	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	2:00	2:20	2:40	3:00	101% Hard
Combo	4000	3000	2000	1000	Very easy
Combo	5000	4000	3000	2000	Easy
Combo	6000	5000	4000	3000	Normal
Combo	8000	7000	6000	5000	Hard
Combo	10000	9000	8000	7000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

On the right side of the Deah-Kani arena [8], you can extend a Wonder-Liner across a chasm to reach a small mesa, where you recruit Wonder-Pixie. Next to Wonder-Pixie is a small treasure chamber that you can rebuild to receive Wonderful Statue No. 24. Next, extend a Wonder-Liner to the southwest to locate a portal to Kahkoo-regah.

Secret Mission 6

Medal Requirements

Enemies Present (Normal)

Doora, You-Hough x6

Enemies Present (Hard-101% Hard)

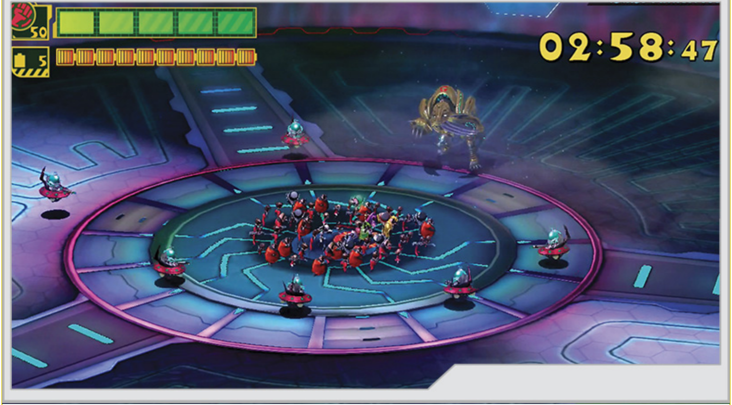
Surey Doora x3, You-Hough x6

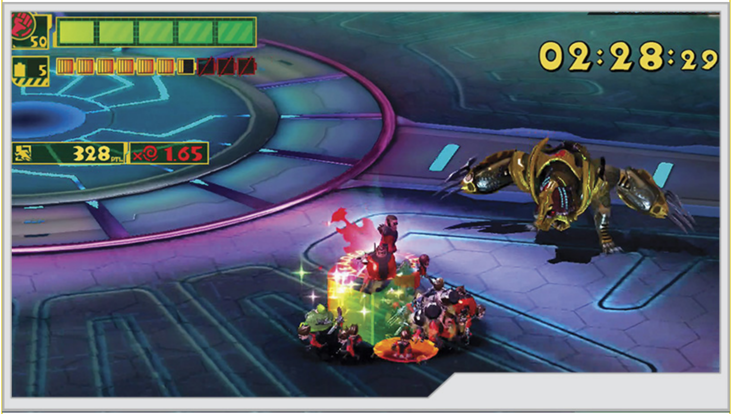
Rewards for Completion

Normal Mode: Figure No. 69 Wonder-Treasure

Hard Mode: Figure No. 55 Wonder-Plane

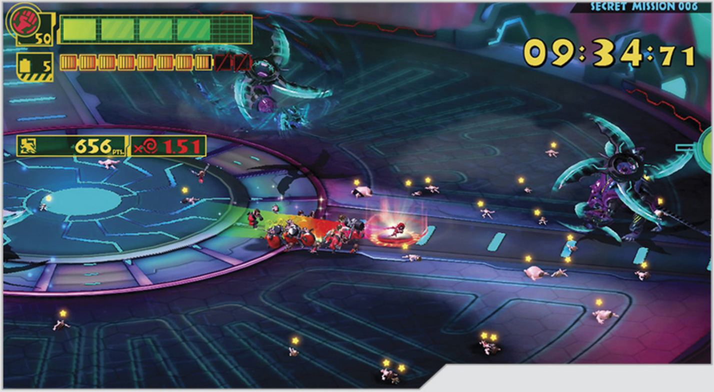
101% Mode: Figure No. 103 Immorta

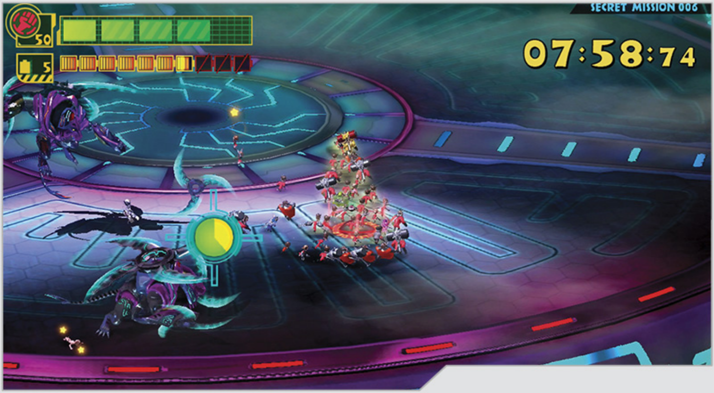




Fairly basic stuff at this point. Stay mobile so you don't get surprised by the You-Houghs attacks, and go right after the Doora first. Consider opening the fight with a large Unite Bomb to soften the enemies up before you tear into them. If the You-Hough are a nuisance, use Team Attacks to bring them down to the ground before you finish them off.

Hard and 101% Hard Mode





The lone Doora is replaced by three Surey Dooras on these difficulty settings. This is not an easy fight to manage, even with liberal use of Unite Bombs. With this many Surey Dooras, you can't allow yourself to get pinned down, and their speed means you can't reliably trap them all with Unite Bombs. Expect to dodge a lot of throwing stars early in the fight. Hero Time, along with skilled use of Unite Spring, are vital tools to have at your disposal. Remember that Surey Dooras can parry and disrupt your Unite Morph attacks, so if you attack them outside of Unite Bomb or Hero Time effects, there's a chance that they can scatter your team, which will only further slow your attempt at this fight.

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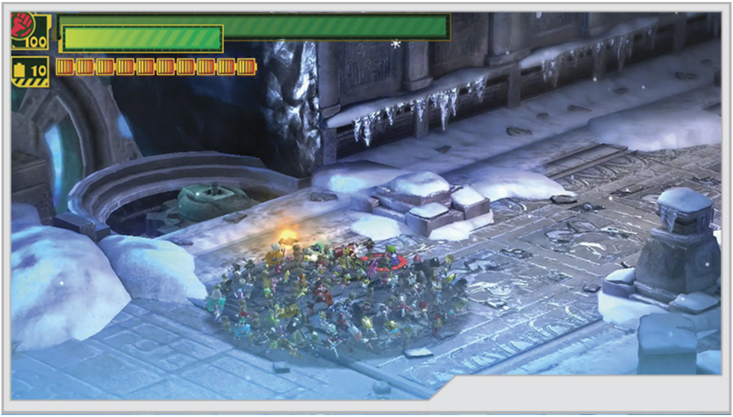
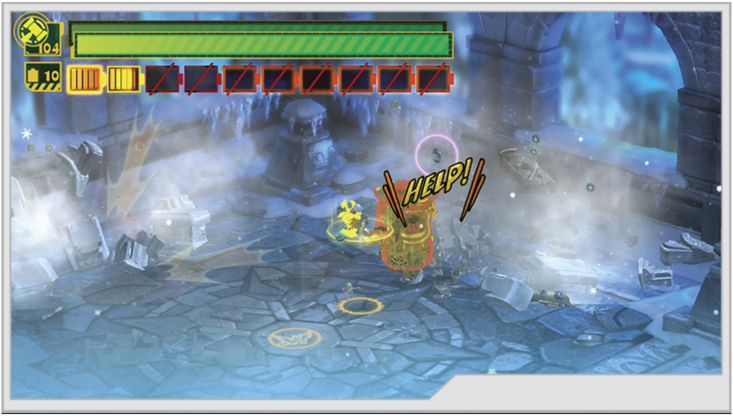
The best advice here is to simply not get greedy. Outside of any time-dilation effects at your disposal, you are at a severe disadvantage against three Surey Dooras, and that's further compounded on 101% Hard, where you don't get any slowdown while drawing attacks with the Wonder-Liner. If a pair of Surey Dooras are in close proximity while slowed down, pick one and focus on it. If it dies, don't immediately start attacking the next target unless you're in a position to slow or stun it, as they can turn around and hit you in a split second.

Team Attacks can be quite useful during this battle when combined with Unite Bomb, but keep in mind when setting up a stun for a juggle combo that Surey Doora have ranged attacks and are very adept at clipping you out of the air mid-combo with a throwing star.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:20	1:40	2:00	Normal
Time	2:30	2:40	2:50	3:00	Hard
Time	2:30	2:40	2:50	3:00	101% Hard
Combo	3000	2500	2000	1000	Normal
Combo	1500	1300	1000	800	Hard
Combo	1500	1300	1000	800	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard



[9] Leaving behind the crab battle arena, you'll pass by a machine that is missing the gear required to get it operational. You'll be back for it later.



[10] Before Mission 7 begins, you can retrieve GEATHJERK File No. 40 and the fifth Platinum Coin with a single Unite Hammer swing. Make a 100-man Unite Hammer and hit the center of this area. You'll pop the file out of the ground and destroy the nearby statue containing the coin.

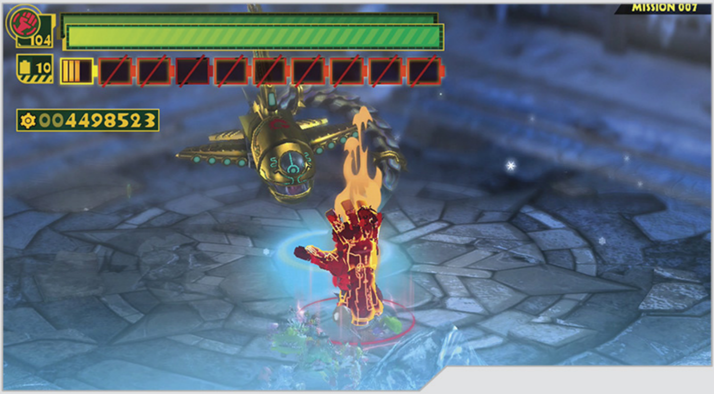
Mission 7

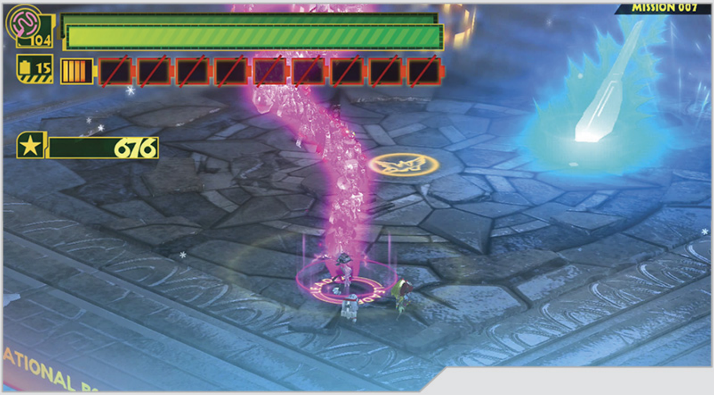
Medal Requirements

Enemies Present (All Difficulties)

Wave 1: Orgon

Wave 2: Orgon





This should be an easy battle, particularly after the Kahkoo-regah portal. The Orgon here come at you one at a time, so you will not have any interference when it comes to setting up juggle combos on them.

Note

After clearing Mission 7, return to the site of Mission 5’s crab battle for Secret Mission 8.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:50	2:10	2:30	2:50	Very easy
Time	1:40	2:00	2:20	2:40	Easy
Time	1:40	2:00	2:20	2:40	Normal
Time	1:40	2:00	2:20	2:40	Hard
Time	1:40	2:00	2:20	2:40	101% Hard
Combo	1500	1200	800	500	Very easy
Combo	2000	1500	1000	500	Easy
Combo	3000	2500	2000	1000	Normal
Combo	4000	3000	2000	1000	Hard
Combo	5000	4000	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Secret Mission 8

Medal Requirements

Enemies Present (All Difficulties)

Wave 1: Tumeekey

Wave 2: Chew Dough-Goo

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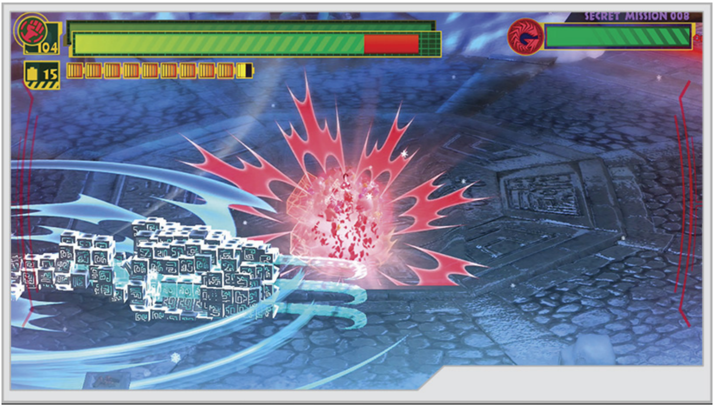

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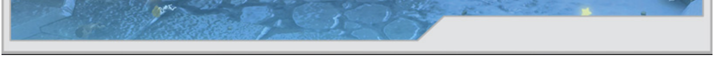
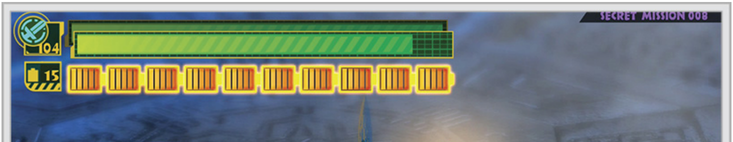
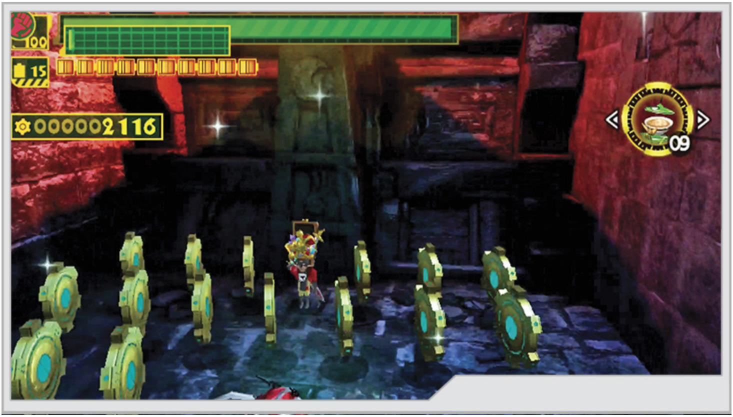


The hardest part about this mission isn't just the fact that it opens up with a Tumeek; it's that the time requirement is brutally strict if you're aiming for Platinum. If you can't put this guy away within a minute and a half, you're already off track for the Platinum.

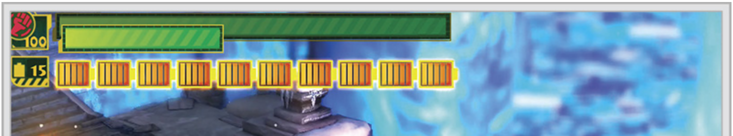
Then there's the Chew Dough-Goo, which isn't necessarily a threat except that it stalls for time with its dodge-rolls. This is why it's so important to tear up the Tumeekey as quickly as possible; you have to account for these dodge shenanigans taking precious time off the clock. Once the Chew Dough-Goo goes down, the mission is over. To make things even faster, make the kill with Unite Sword so it splits in half and explodes right away.

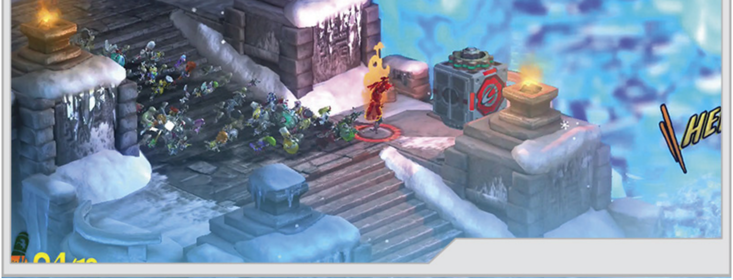
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:00	2:20	2:50	3:20	Very easy
Time	2:00	2:20	2:50	3:20	Easy
Time	1:50	2:10	2:40	3:10	Normal
Time	2:20	2:40	3:00	3:40	Hard
Time	2:20	2:40	3:00	3:40	101% Hard
Combo	3500	3000	2500	2000	Very easy
Combo	5000	4000	3000	2000	Easy
Combo	6000	5000	4000	3000	Normal
Combo	7000	6000	5000	2000	Hard
Combo	8000	7000	6000	5000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





The Chew Dough-Goo carried the gear you need to place on the machine at [9]. Twisting it opens a small door leading to a chamber that is displayed on your GamePad. You can collect a substantial number of O-Parts here, and more importantly, you can recruit Wonder-Treasure to the team.





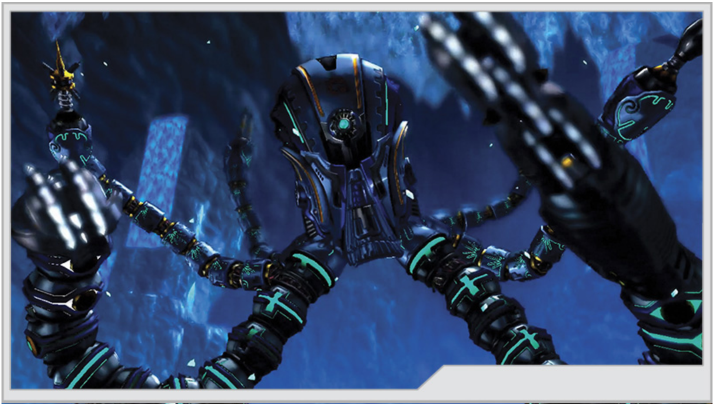
Continuing forward from the Mission 7 area, you'll come across a red supply box containing Wonderful Figure No. 71.

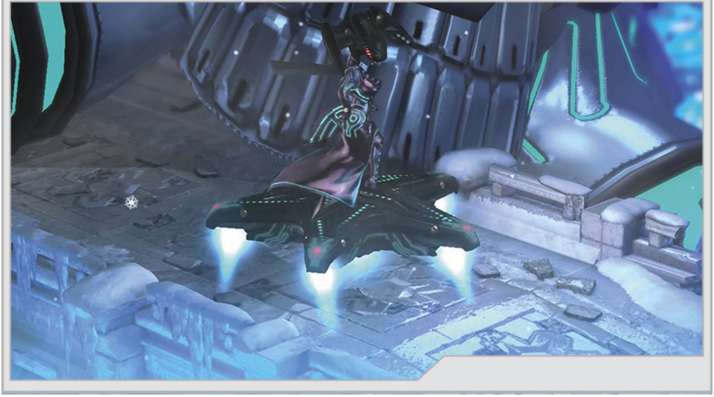
Mission 9

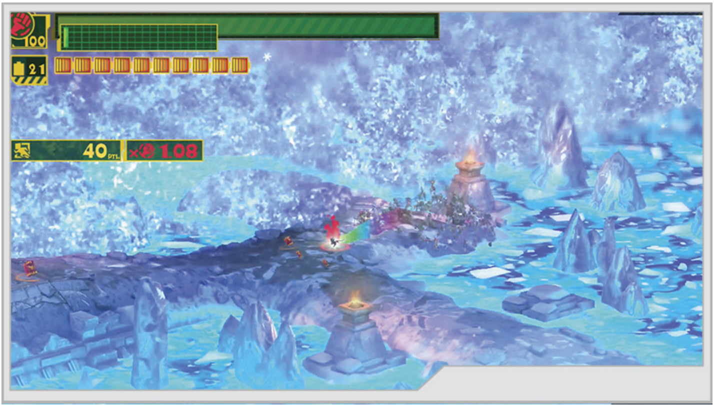
Medal Requirements

Enemies Present (All Difficulties)

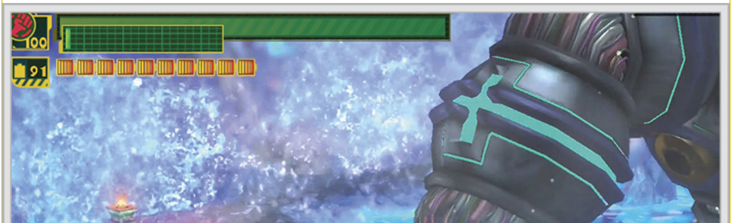
Ohdarko

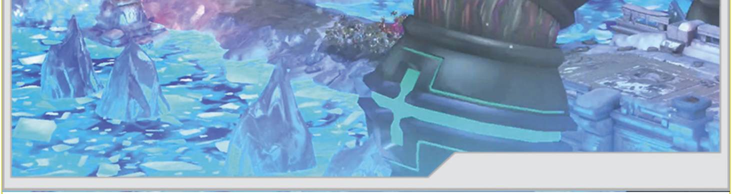




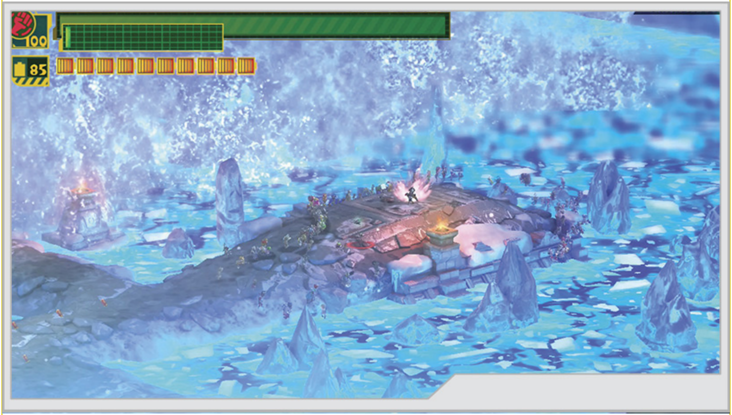


Oh look, it's Vijounne! She's still a horrible monster lady who wants to kill you. Armed with a new Ohdarko, she starts chasing you down a narrow path that is flanked by lethal ice water. You must stay ahead of her, as she's causing the water to surge up behind you. If the water reaches you, you have to retry the section.

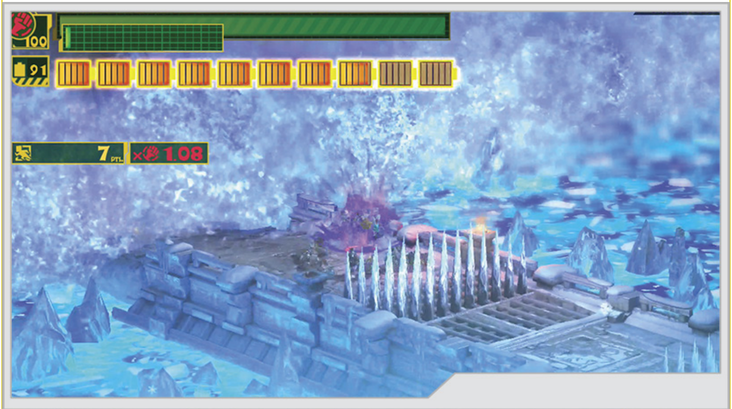


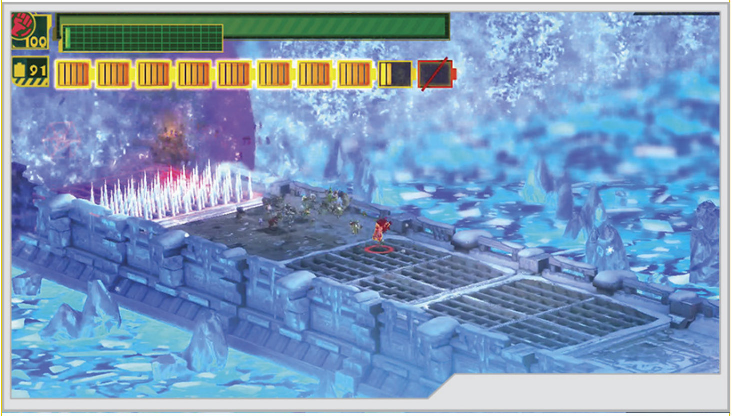


Ohdarko will occasionally plant a tentacle in your path. Waste no time removing them with Unite Sword or Unite Hand.

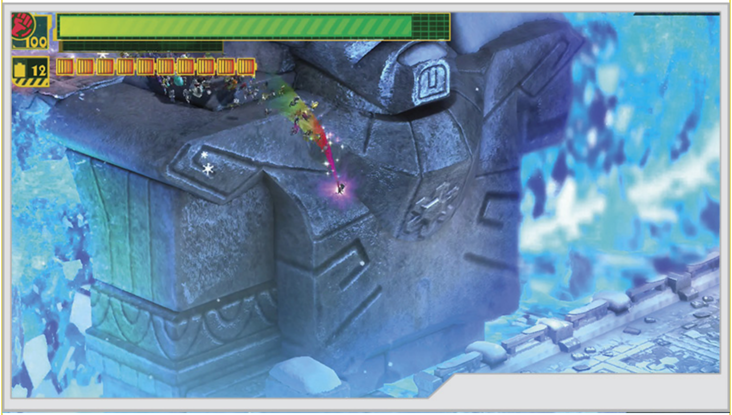


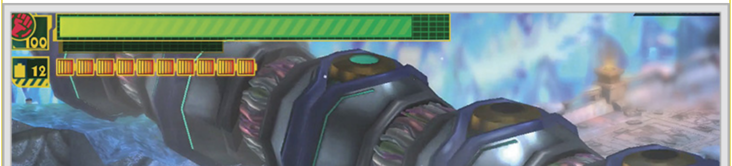
After the first tentacle [11], watch for civilians on a small platform to the right of the main path [12]. This group has Wonder-Dynamite hiding among them.

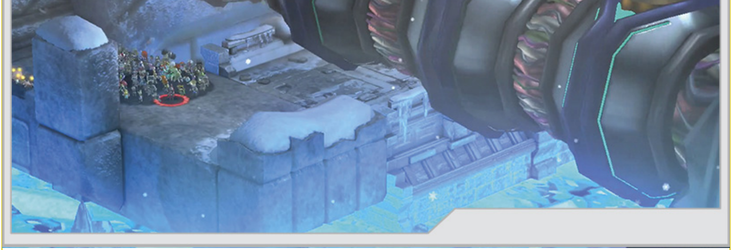




Another tentacle will eventually try to block your path. Afterward you will come across a series of spike traps [13]. Use Unite Bomb to slow them down. Another option is to have Hero Sense equipped, which will slow the action down and let you get to safety, but this is a bit riskier.

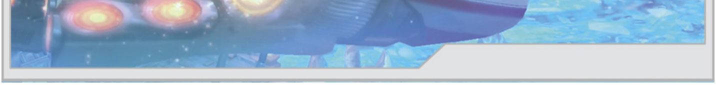






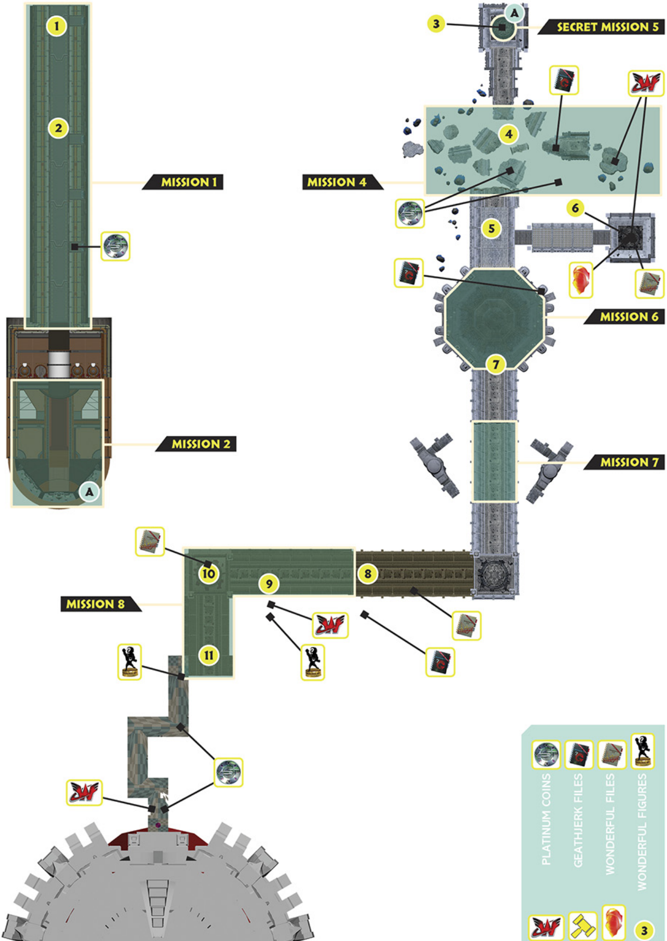
After surviving the spike trap gauntlet, you find a large statue that you must jump down to reach another pathway. Be careful during this leap—it's easy to misjudge and fall into the ice water. Once you land on the path, one final tentacle sprouts up, standing between you and the exit.

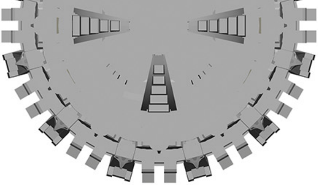
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:03	1:06	1:09	Very easy
Time	0:55	0:58	1:01	1:04	Easy
Time	0:50	0:53	0:56	0:59	Normal
Time	0:45	0:48	0:51	0:54	Hard
Time	0:40	0:43	0:46	0:49	101% Hard
Combo	200	150	100	50	Very easy
Combo	200	150	100	50	Easy
Combo	400	300	200	100	Normal
Combo	400	300	200	100	Hard
Combo	500	400	300	200	101% Hard
Damage	0	300	600	900	Very easy
Damage	0	300	600	900	Easy
Damage	0	200	400	600	Normal
Damage	0	200	400	600	Hard
Damage	0	200	400	600	101% Hard



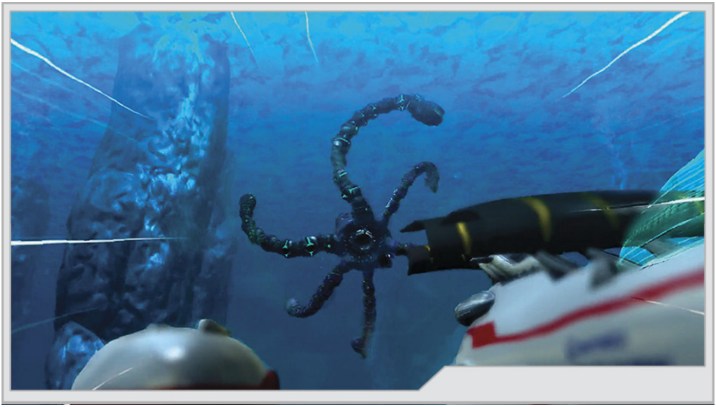
Consumed by rage, Wonder-Blue rushes ahead of the group to confront Vijounne's Ohdarko by himself, but this proves to be a trap. Commander Nelson orders the rest of the team to move on to the Super Reactor, while he orders Alice to plot a course into the sea to retrieve Blue and chase down Vijounne.

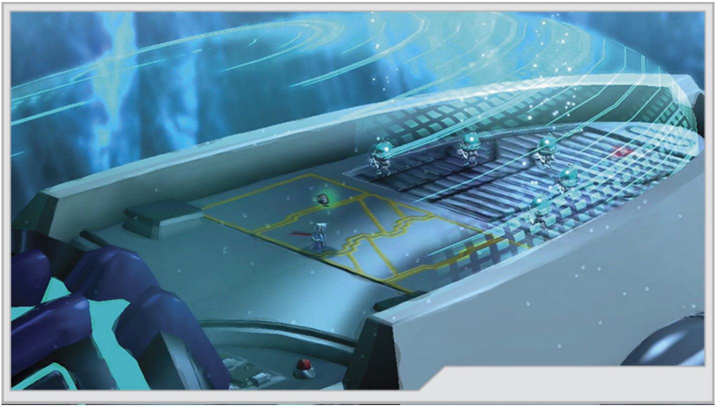
Operation 006-B

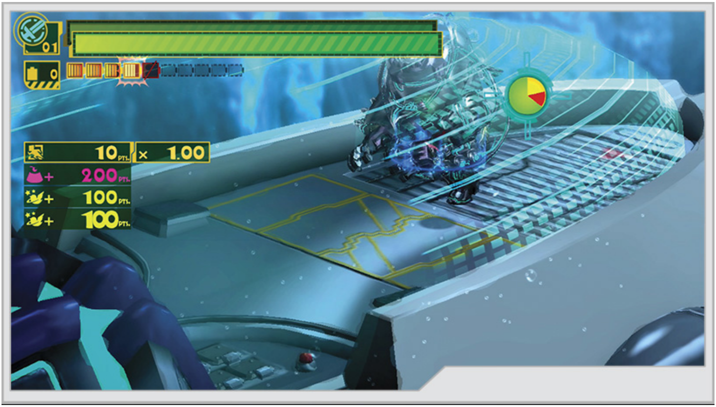




WONDERFUL ONES
HAMMER SPOTS
HERO HEART FRAGMENTS
WAYPOINTS



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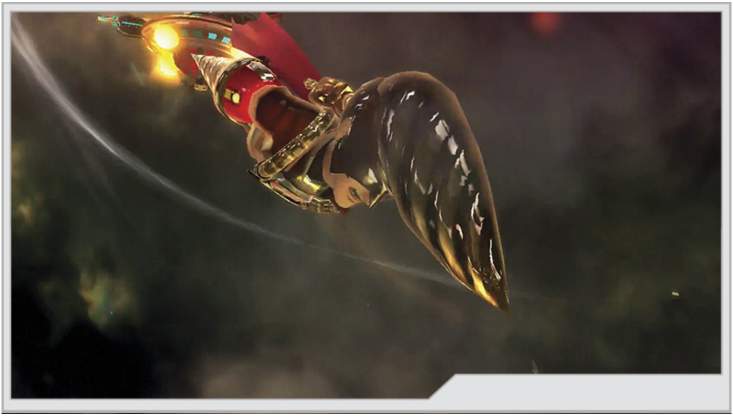
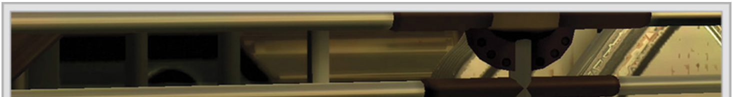
Wonder-Blue is retrieved by the Virgin Victory, but Vijounne's Ohdarko manages a surprise attack and clasps tightly to the vessel. Controlling Blue, fend off the swarms of Dough-Goo (or a lone Diedough-Goo on Hard and 101% Hard), until Commander Nelson takes the story back in time, back to the climax of Earth Defense War 2.





Tearing through the skies in pursuit of justice, Wonder-Red (Emeritus) dives into the fray to protect the Earth's last hope.

Mission 1

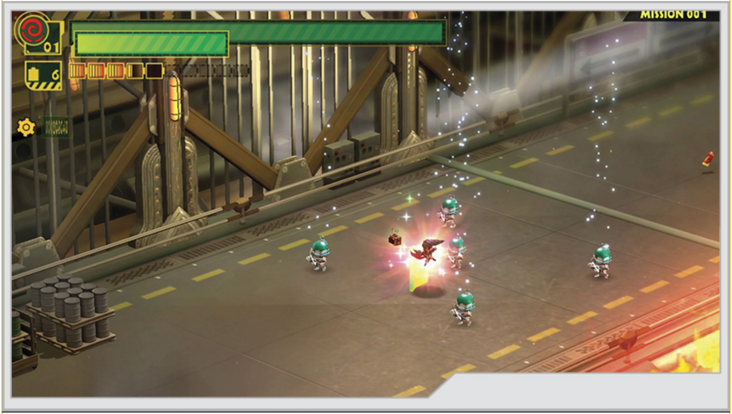
Medal Requirements

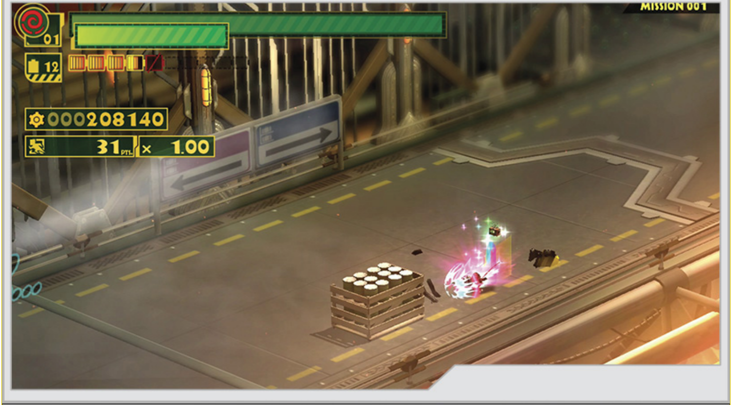
Enemies Present (All Difficulties)

Wave 1: Dough-Goo x5

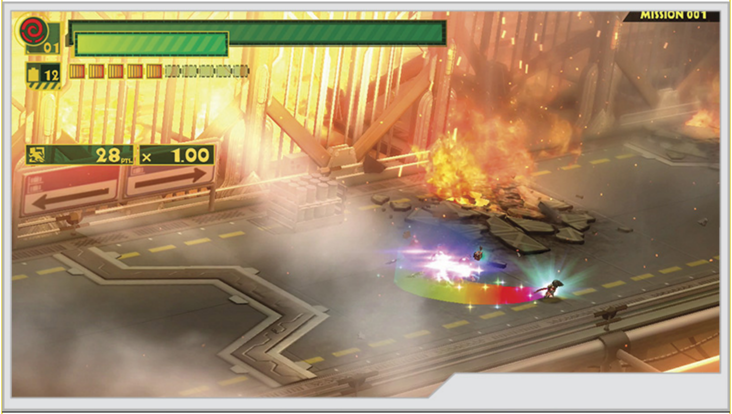
Wave 2: Dough-Goo x5

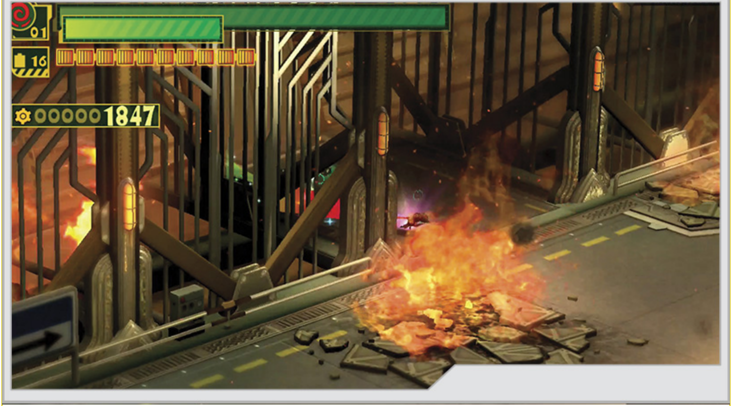
Wave 3: Dough-Goo x5, Diedough-Goo



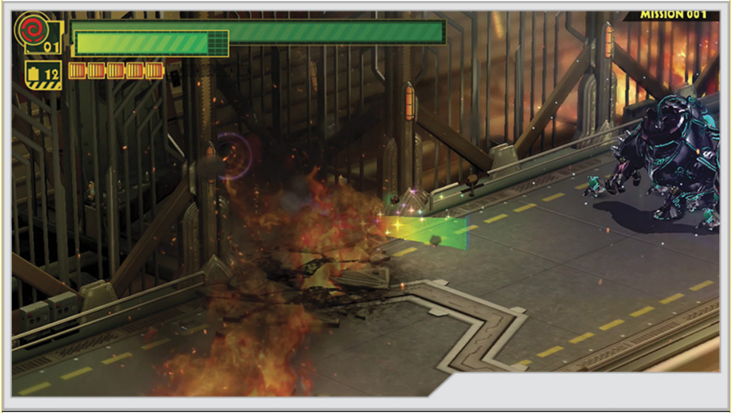


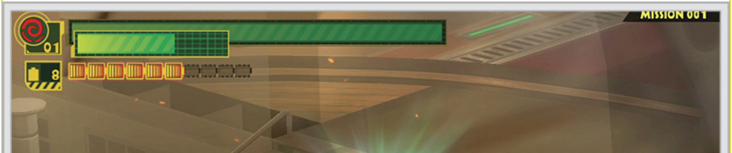
As soon as you gain control of Wonder-Red (Emeritus), dash forward until five Dough-Goo teleport in front of you. Punish them with Wonder-Red's drill attack. Unlike the modern-day Wonder-Red, the one in this era used Unite Drill. Hold the drill in place by rapidly tapping the A button, but for now concentrate on quick combo hits. [1] Behind these troops, you can dive into an alcove on the left side of the corridor for extra O-Parts. Just be careful to avoid flames on the ground; running into them damages you and will cost you a Platinum rank for the mission.

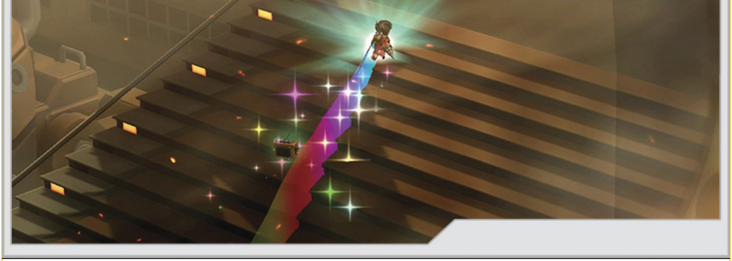




Running a short distance forward from the first skirmish, another five Dough-Goo teleport in to try their luck [2]. As with the previous battle, there is an alcove with more O-Parts.



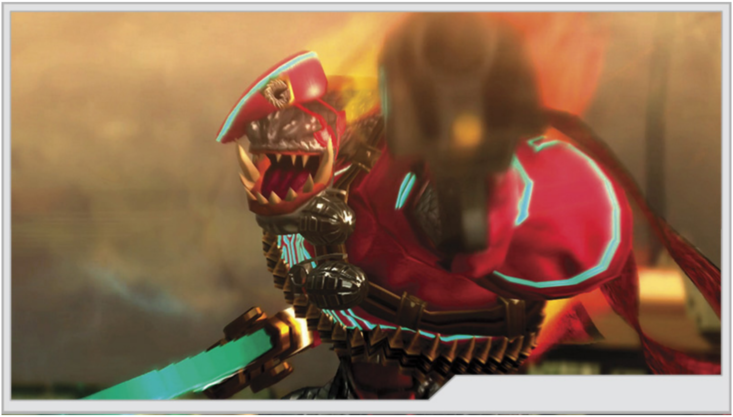


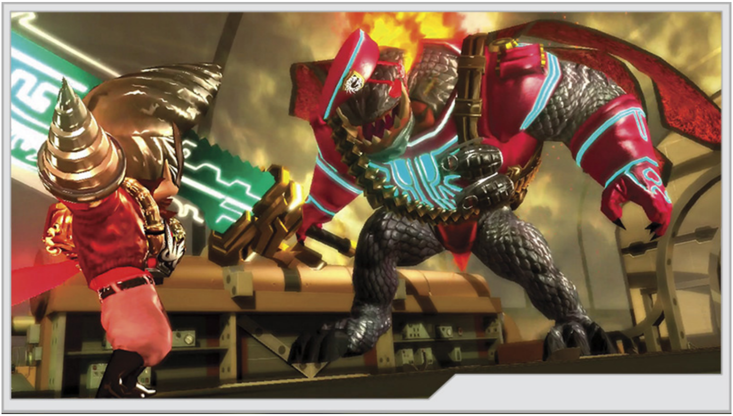


Another short jog forward is interrupted by a third squad of Dough-Goo, joined by a Diedough-Goo. In your haste to fight through them, don't ignore the Platinum Coin that is inside another alcove, partly obscured by fire and debris.

Thankfully, the Diedough-Goo in this encounter is not at full strength, so he should go down fairly quick. Once the fight ends, quickly run up the stairs at the end of the corridor to complete the mission.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:10	1:20	1:40	2:00	Very easy
Time	1:10	1:20	1:40	2:00	Easy
Time	1:10	1:20	1:40	2:00	Normal
Time	1:20	1:30	1:40	2:00	Hard
Time	1:20	1:30	1:40	2:00	101% Hard
Combo	400	350	300	250	Very easy
Combo	450	400	350	300	Easy
Combo	500	450	400	350	Normal
Combo	1000	800	600	400	Hard
Combo	1500	1000	800	600	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	400	800	1500	Hard
Damage	0	800	1500	2000	101% Hard





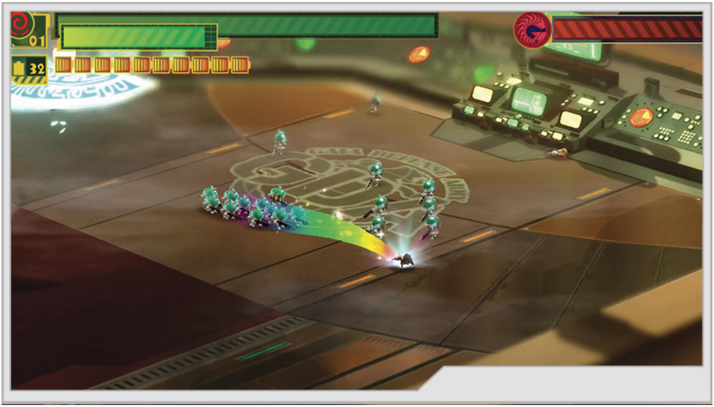
Once you're in the control room of the aircraft, a traumatic event experienced by a young Will Wedgewood plays out in its entirety. Wonder-Red stands between the frightened child and the rampaging Laambo, the fate of the world riding on this battle.

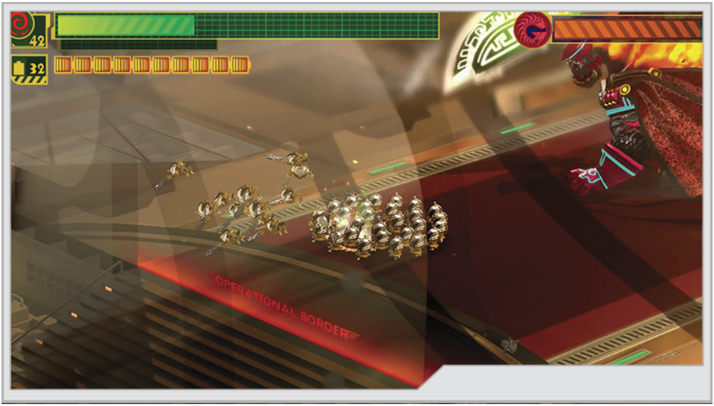
Mission 2

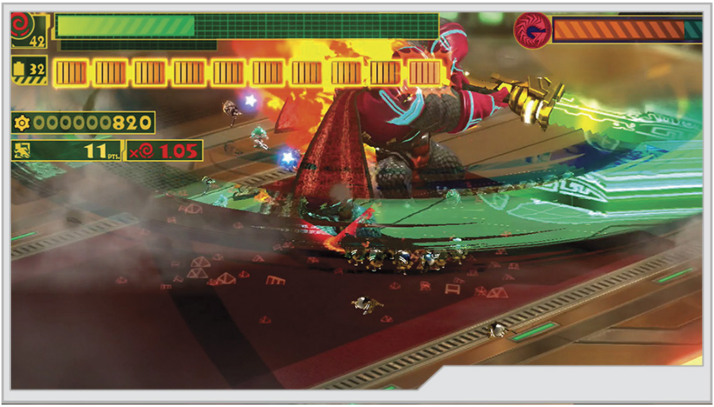
Medal Requirements

Enemies Present (All Difficulties)

Laambo, Dough-Goo







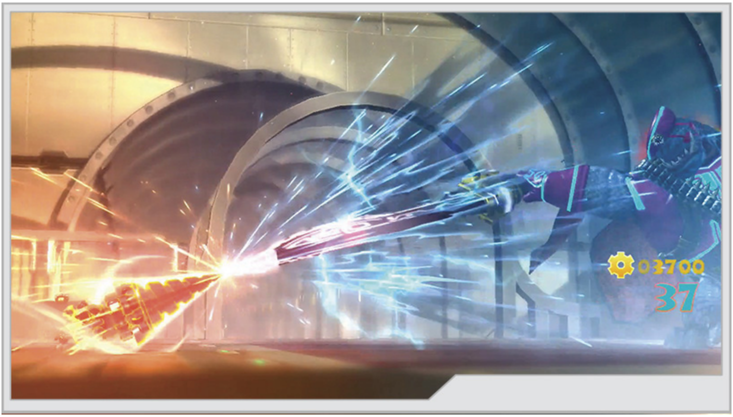
This is another fight with Laambo. He has no extra special tricks hidden up his sleeve. There is a slight problem, though: Wonder-Red is alone, and Laambo has constant Dough-Goo backup arriving at regular intervals. Fortunately you can turn things around by managing to score several hits on Laambo. This will cause him to drop a GEATH-Remote. Collect it to turn the Dough-Goo to your side.

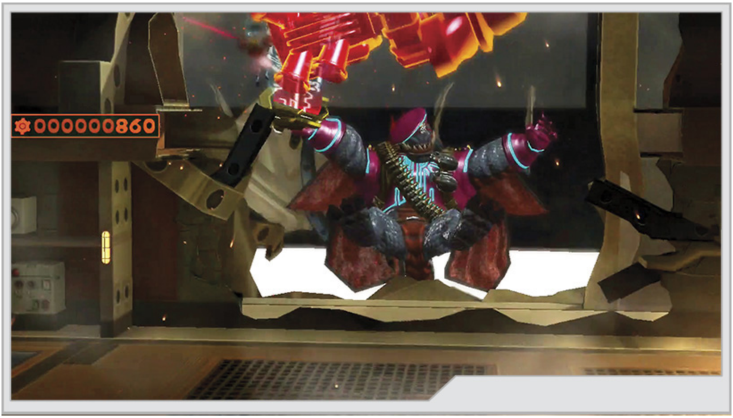
From here on, the fight should more or less play out similar to your first encounters with Laambo and his brother Wallitha. The Unite Drill, which you have full access to now, is the only Unite Morph attack at your disposal, but it should be more than enough. Be aggressive, get the drill in Laambo's face, and try to keep drilling even if he's blocking. The drill hits rapidly, as you might expect, which can break Laambo's Dechno-Bo very quickly. He'll keep dropping remotes, and you can build up your forces to keep improving your power.

You have the ability to use Unite Guts, Spring, Ball, and Tombstone, so don't forget these moves during the fight. You also still benefit from any Custom Blocks you have equipped, so consider slapping on Hero Sense and Hero Time to take advantage of the slowdown they provide in tight situations.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	4:00	4:40	5:10	5:40	Very easy
Time	3:50	4:30	5:00	5:30	Easy
Time	3:40	4:00	4:20	5:00	Normal
Time	2:40	3:00	3:20	4:00	Hard
Time	2:40	3:00	3:20	4:00	101% Hard
Combo	1500	1200	800	500	Very easy
Combo	2000	1500	1200	800	Easy
Combo	2500	2000	1500	1000	Normal
Combo	3000	2500	2000	1500	Hard
Combo	4000	3500	3000	2500	101% Hard

Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





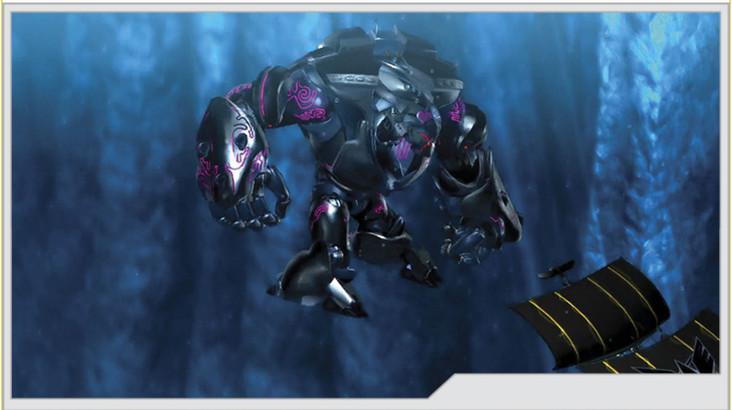
After the fight with Laambo, the sadistic alien tries one last time to finish off Wonder-Red (Emeritus). Repel him with Unite Drill and bring this duel to a decisive end!

Mission 3

Medal Requirements

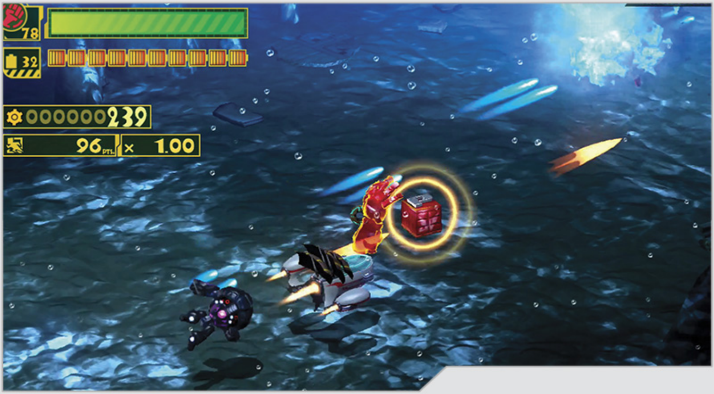
Enemies Present (All Difficulties)

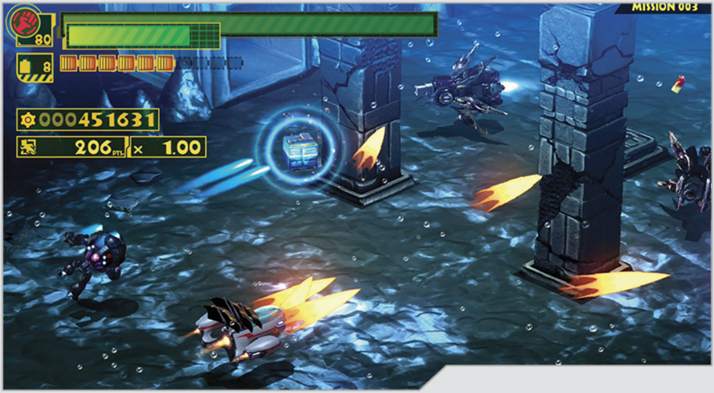
Megang, Kaizor Diejeah, Envan, Kaizor Ohrowchee, Notoriyeah, Cough-Foon, Deah-Kani, Ohdarko



Back in the present, the Ohdarko threatens to crush the Virgin Victory but is saved by the timely intervention of Immorta and the rest of the Wonderful 100. As Vijounne retreats, the team hotly pursues. This starts a very different section of gameplay. The camera takes up an isometric angle, and you must guide the ship through waves of incoming enemies and around obstacles on the flight path.

Flying next to the Virgin Victory is Immorta's stolen Gah-Goojin. She will provide additional firepower during this battle and can even melee strike enemies that get close to her.



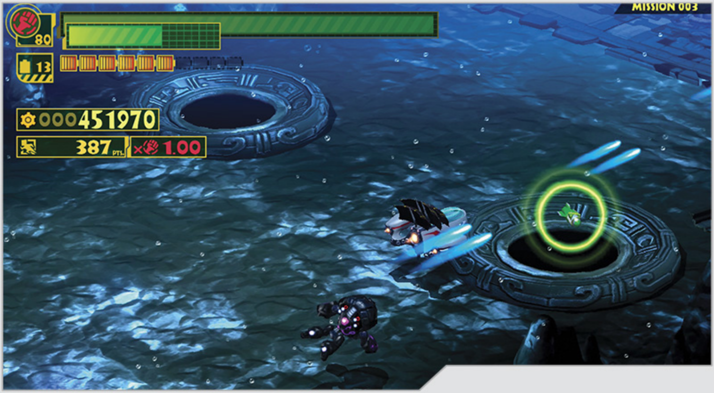


As you fly through the level, you find power-ups for two types of primary weapons. Red P-Boxes power up your starting spread shot, which is the ideal weapon for higher difficulty settings because you can guarantee that you'll hit just about anything in front of you. The other weapon comes from Blue P-Boxes, a powerful laser that penetrates multiple targets in a line but has a delay between shots. You can only have one primary weapon at a time, and collecting a different colored P-Box will start you at the bottom of that weapon's upgrade chain.

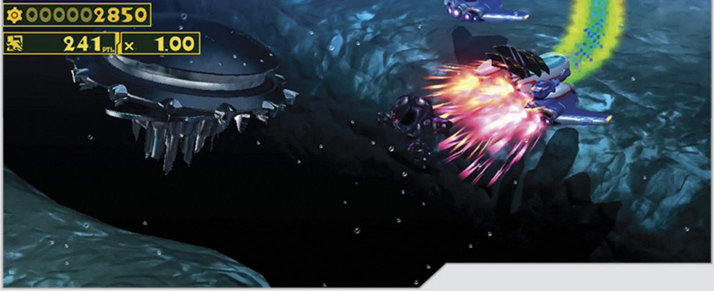
We really recommend the spread shot, just to take the stress out of moving into position directly in front of the enemy to hit them. However, later difficulties boost the enemy health levels to such a degree that the power of an upgraded laser can offset the risk of having to put yourself into the line of fire just to fight back.

Tip

The primary weapons can be powered up three times.



You can also collect missile power-ups, giving you the ability to fire missiles, which will home in on nearby targets for additional damage.



You can wrap a Wonder-Liner around Gaia Defense Army fighter planes to recruit them to your formation. Unlike the Gah-Goojin, which can take unlimited amounts of punishment, the GDA fighters tend to die in a single hit, so it can be hard to keep them around farther into the level.

Caution

This is a long mission, and on higher difficulties the Virgin Victory simply can't sustain all that much damage. A single Cough-Foon shot can almost destroy the ship even on Normal mode, but you have some time to get out of the beam's path. On Hard and 101% Hard, you might be dead before you can properly react.

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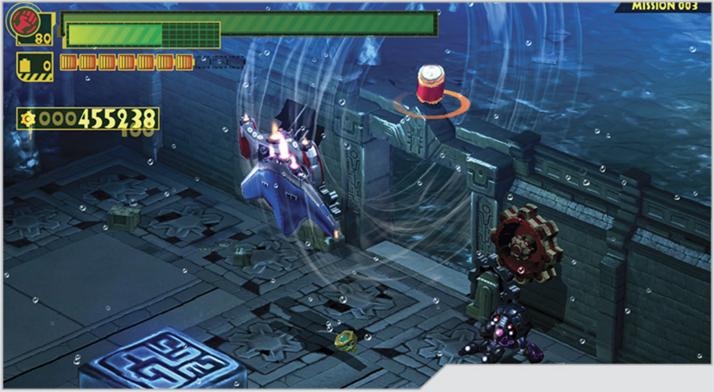
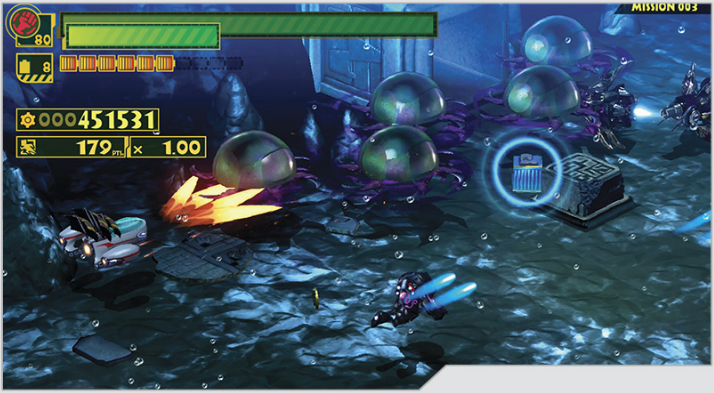
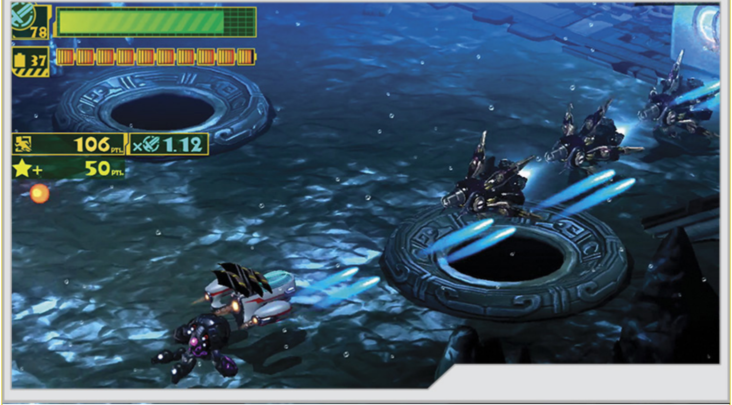


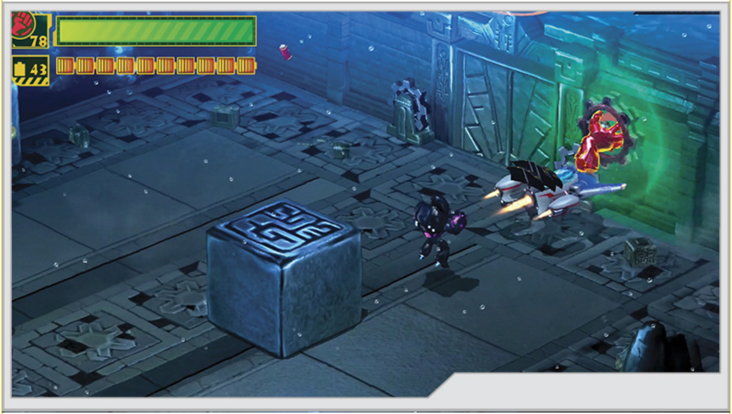
During this mission, you also have the ability to use your Unite Morphs—use it to fight the enemy, open special doors, or destroy obstacles in your path. Most importantly, with Unite Guts, you can absorb enemy bullets to heal any damage you sustained. Of course, certain attacks, like the Cough-Foon's beam, will go right through it.

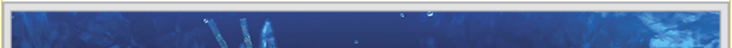
You don't have Unite Spring, but pressing that button will cause the Virgin Victory to perform a loop. You can reach out-of-the-way items and avoid enemy fire this way.

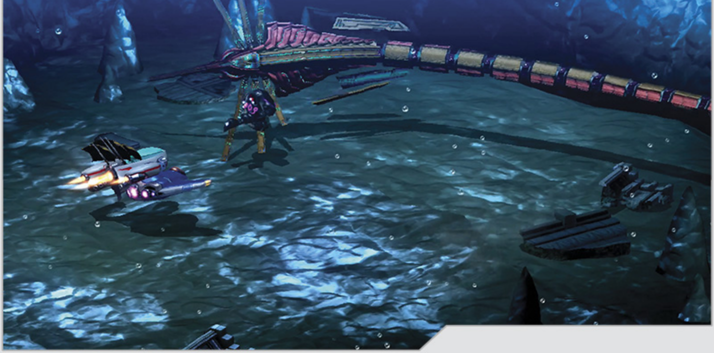




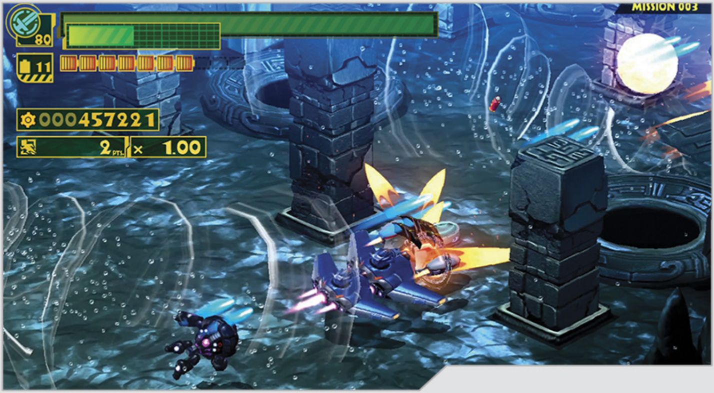
Early on, you'll face waves of GEATHJERK fighters coming at you in a line, while Megang rush onto the screen from behind. One of the greatest threats to your ship is crashing into enemies, and they don't always come onto the playing field conveniently from in front. It's best to stay away from the edges of the screen.

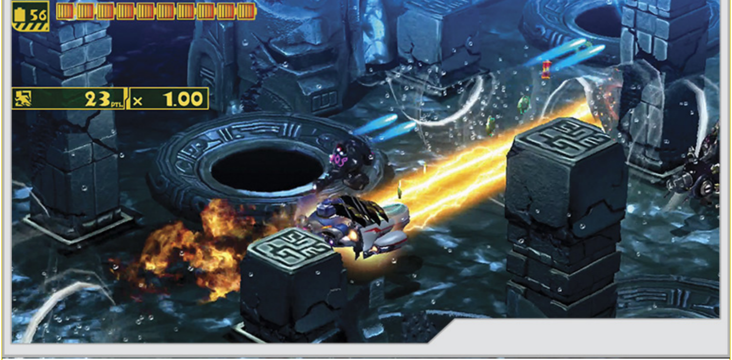




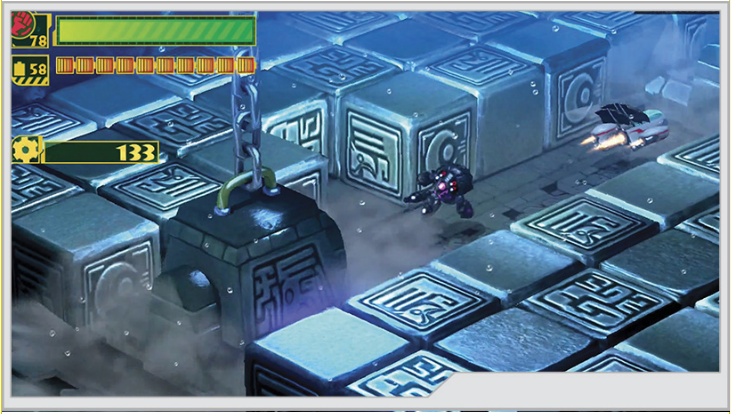


After opening the first door with Unite Hand, you'll be attacked by a swarm of Tumeekeys that are trying to ram you. Unite Hand can make short work of them as they close in. Not long after you deal with them, a Kaizor Diejeah will charge onto the scene. Try to kill it quickly for the O-Parts, and so it can't annoy you alongside the other approaching threats.

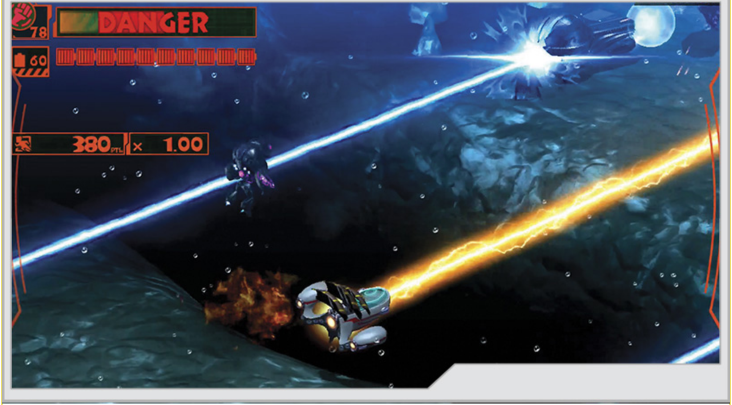


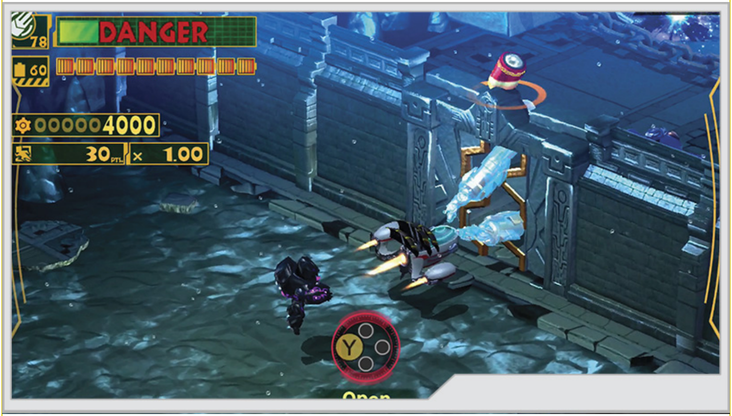


A consistent obstacle to be aware of are the pillars that shoot out from the ground at set intervals. Typically you'll also be fighting multiple enemies while navigating these obstacles, but there are sections that place water jets on either side of the flight path, which can push you into the pillars or other enemies.

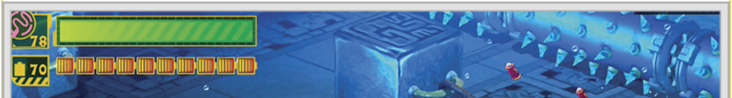


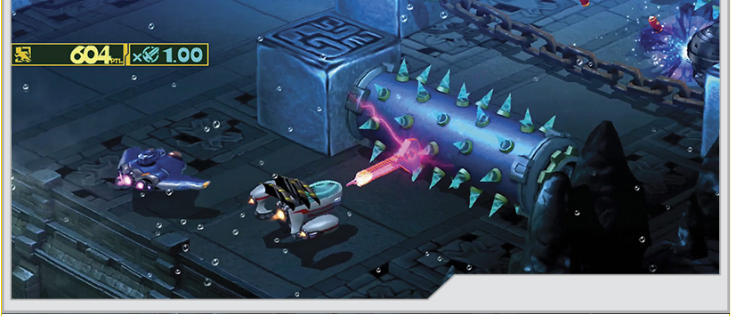
The action slows down a bit when you reach a narrow corridor with several crushers occasionally slamming down through it. Take this section slowly and patiently so you don't accidentally rush underneath the crushers as they are coming down.

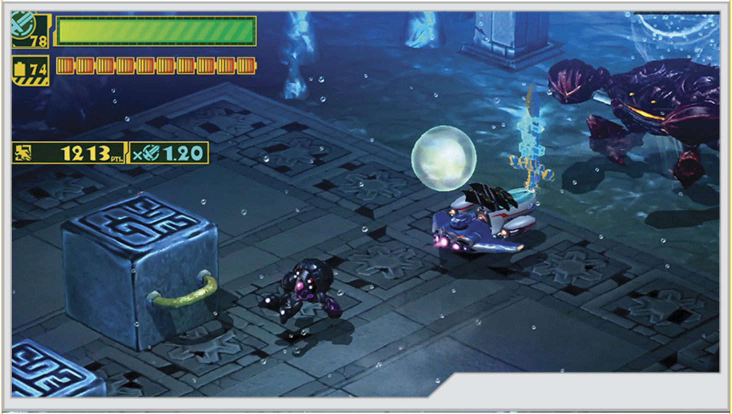




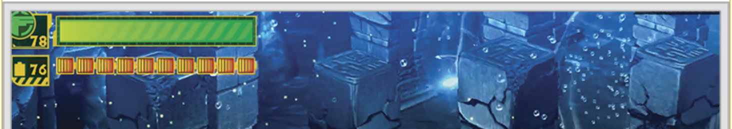
Just past the crusher corridor is a large ambush from an Envan, a Kaizor Diejeah, and a number of Notoriyeah and Cough-Foon. By now you either have a fully upgraded laser or spread shot, so those weapons, combined with defensive flying, should keep you safe. Beyond this is a door requiring Unite Claw to open.

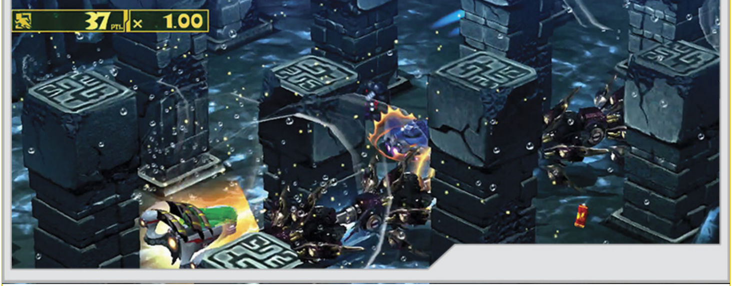




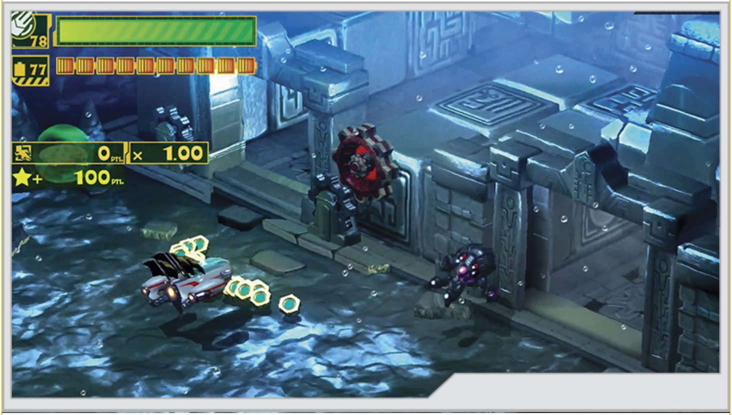


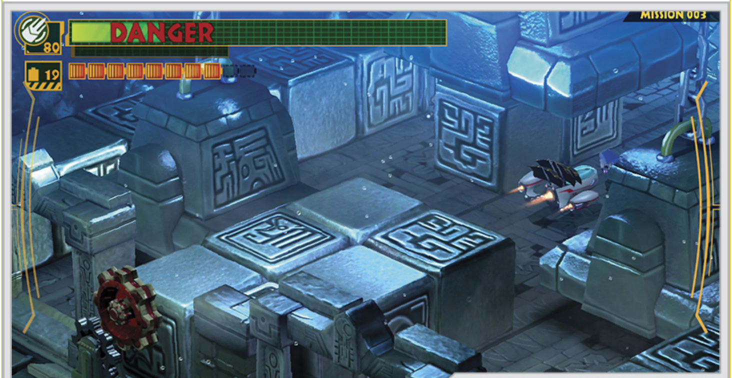
The section beyond the Unite Claw door is cordoned off by numerous obstacles. You can cut through the chains with Unite Sword, and the spike barriers can be removed with Unite Whip. More dangerous here is the presence of Cough-Foon on either side of the area.

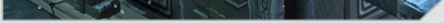




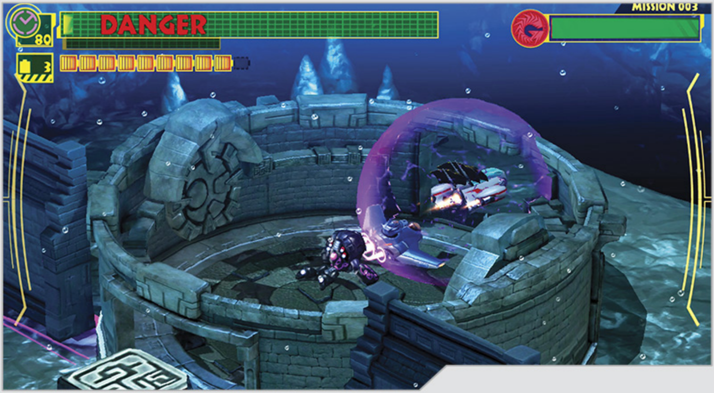
Watch out for the thrusting pillars and the moving water jets in this section. You don't have a lot of room to maneuver here.

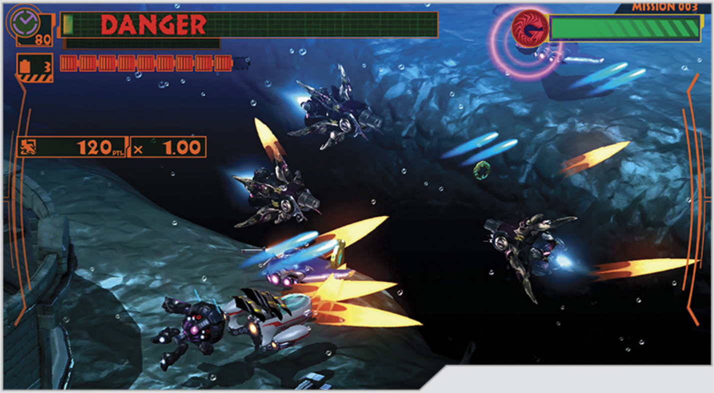




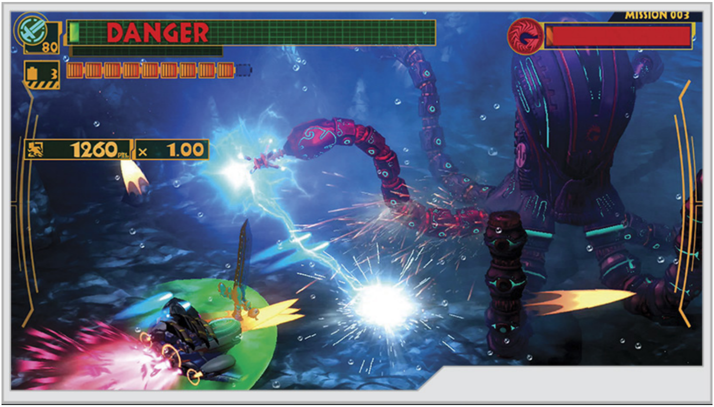


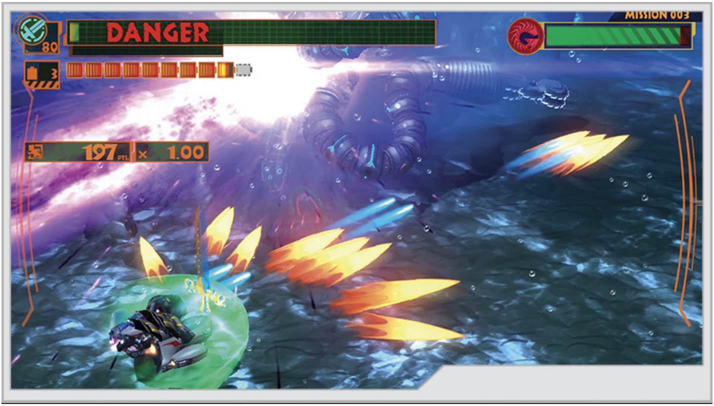
There are multiple doors that can be opened in this section, leading to passageways that are protected by crushers. There's no correct path to take, and all will require patience to navigate if you don't want to get squashed while the action slowly scrolls forward.

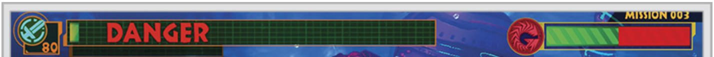


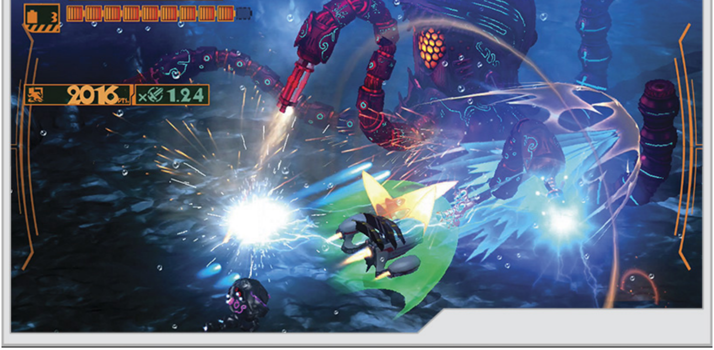


This rapidly rotating chamber has one entrance and exit. In order to safely pass through, you need to use the power of the Unite Bomb. Be careful about the trench beyond this trap, as multiple enemy fliers will try to ambush you there.

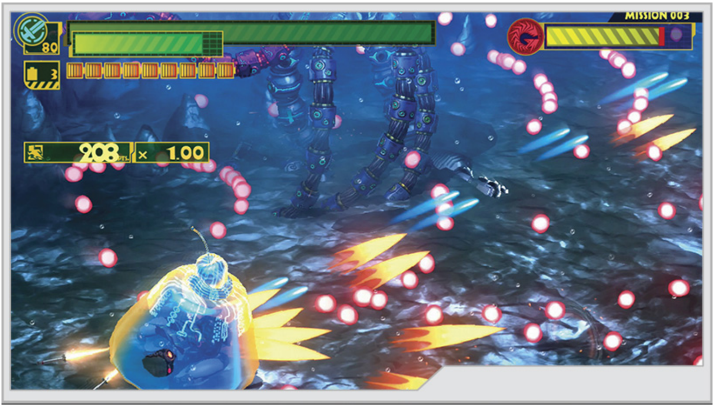


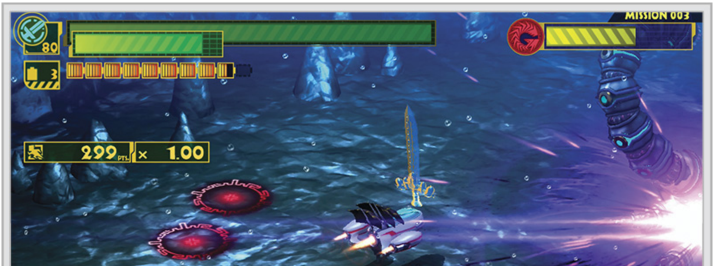


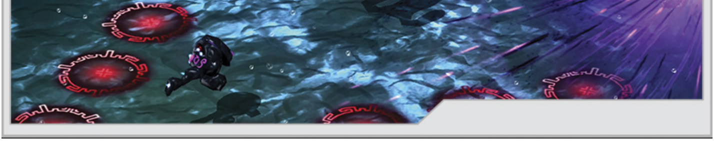


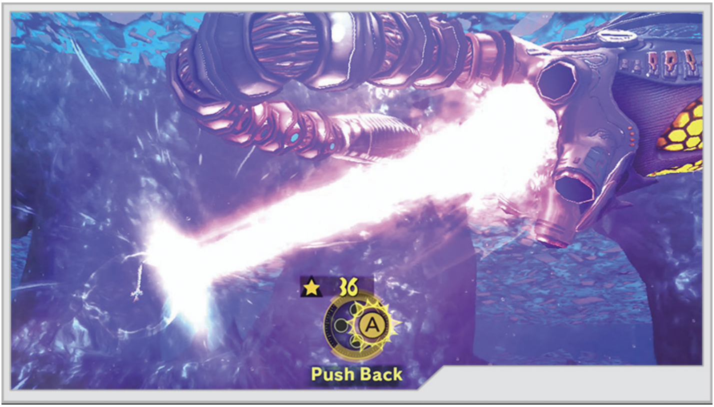


Ohdarko, the giant enemy mechanical octopus, is now approaching. Gun it down before it overwhelms you with its arsenal. It still possesses many of the same weapons you previously encountered while fighting it on foot, such as the lightning gun (which can be absorbed with Unite Sword), the beam cannon from its face (which can be reflected with Unite Sword), and the Gatling gun (just get out of the way). Ohdarko will also occasionally slam its tentacles on the ground in an attempt to crush you and will occasionally spew curtains of bullets that can be absorbed with Unite Guts.









As Ohdarko gets low on health, it will start using its beam cannon more often, while also bombarding the area with missiles strikes indicated by red target sights on the ground. Keep Unite Sword at the ready to deal with the beam, and keep shooting! When its health is completely drained, Ohdarko runs off for one last beam cannon gambit, which you must counter with Unite Sword to end the battle.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	13:40	14:00	14:20	15:00	Very easy
Time	13:40	14:00	14:20	15:00	Easy
Time	13:40	14:00	14:20	15:00	Normal
Time	13:40	14:00	14:20	15:00	Hard
Time	13:40	14:00	14:20	15:00	101% Hard
Combo	6000	4000	2000	1000	Very easy
Combo	8000	6000	4000	2000	Easy
Combo	10000	8000	6000	4000	Normal
Combo	12000	10000	8000	6000	Hard
Combo	14000	12000	10000	8000	101% Hard
Damage	0	1000	2000	4000	Very easy
Damage	0	1000	2000	4000	Easy

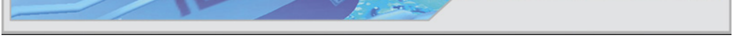
Damage	0	1000	2000	4000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Tip

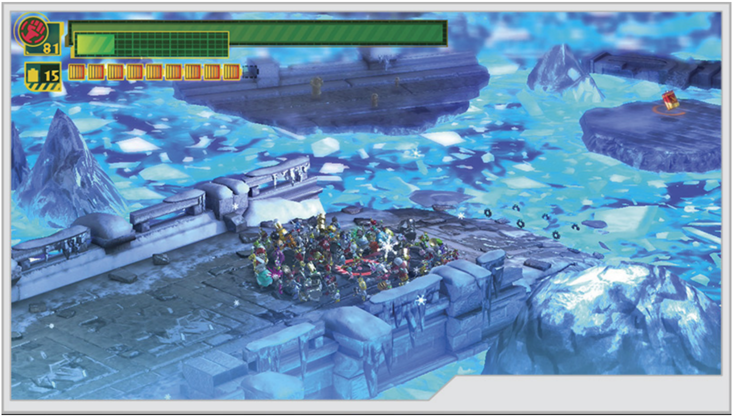
There is a special achievement available during this shooter segment. If you destroy 170 enemies, you earn the Shmup To No Good Achievement. The spread shot can make this easier to reach, especially when fully powered up.

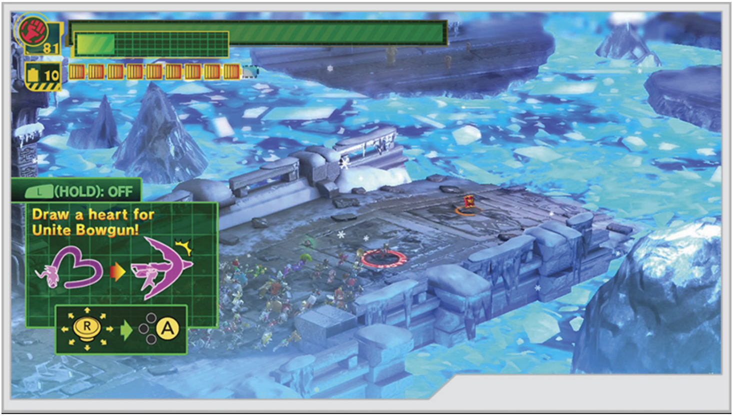
In the aftermath of Vijounne's defeat, Blue asks to be punished for his insubordination. Make the biggest Unite Hand you possibly can, and impart wisdom and friendship upon him. Violently. After you've finished befriending him, it's time to move on.

CENTINELS
VIRGIN VICTORY



The Virgin Victory drops the team off inside another ruined temple [3]. Remember to come back here after Mission 4; a portal to Kahkoo-regah will appear.





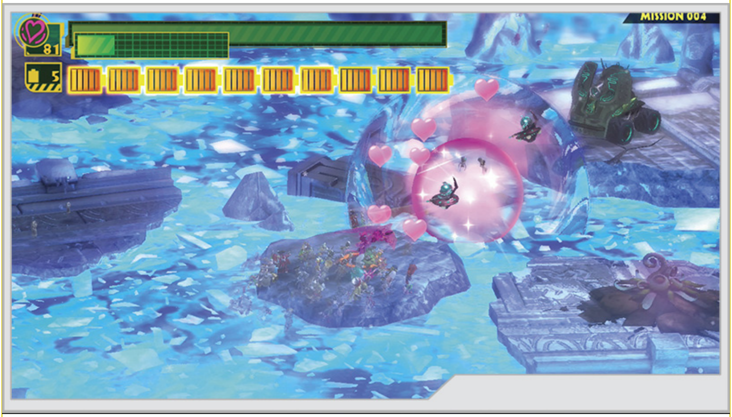
As you approach the ice water, you're given a short tutorial on how to use Immorta's Unite Bow. This weapon has the unique ability to charm enemies it strikes, which can help weaken otherwise stubborn opponents and prevent them from attacking.

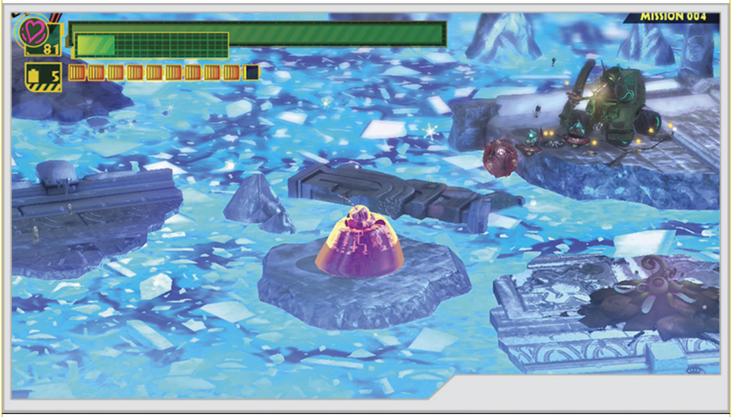
Mission 4

Medal Requirements

Enemies Present (All Difficulties)

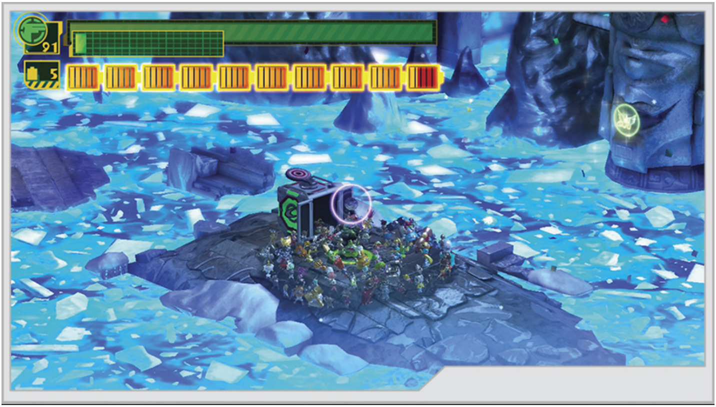
You-Hough, Hoedown

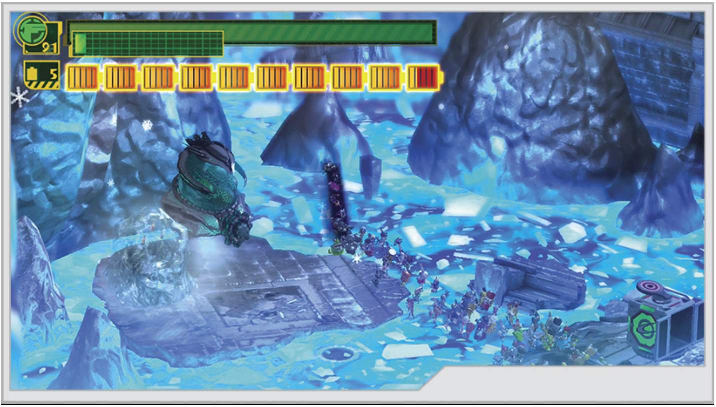




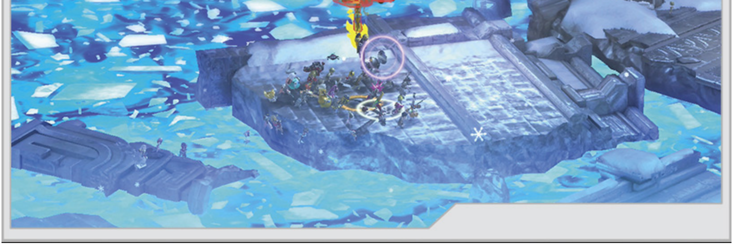
As you jump to the central floating platform of this zone [4], a small squad of You-Hough and a lone Hoedown greet you. Unite Guts the Hoedown's shells to return to sender, while you Unite Bow the annoying You-Houghs out of the air. Arguably the real threat is accidentally falling into the ice water and costing yourself the Platinum rank and some health.

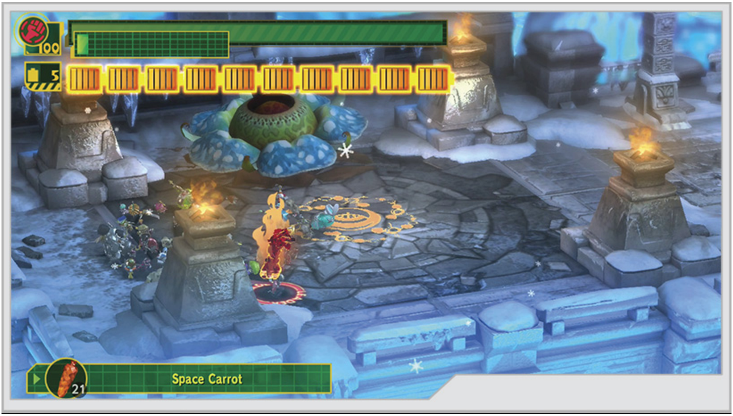
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:10	1:20	1:40	2:00	Very easy
Time	0:50	1:00	1:20	1:40	Easy
Time	0:40	0:50	1:10	1:40	Normal
Time	0:35	0:45	1:00	1:30	Hard
Time	0:30	0:40	1:00	1:30	101% Hard
Combo	1000	800	600	400	Very easy
Combo	1000	800	600	400	Easy
Combo	1000	800	600	400	Normal
Combo	1500	1300	1100	900	Hard
Combo	2000	1800	1600	1400	101% Hard
Damage	0	300	600	1000	Very easy
Damage	0	300	600	1000	Easy
Damage	0	300	600	1000	Normal
Damage	0	600	1200	2000	Hard
Damage	0	600	1200	2000	101% Hard





Before returning to the starting point of this map for the Kahkoo-regah portal, do some item collection. GEATHJERK File No. 27 can be located inside a green supply box. Next to the box, extend a Wonder-Liner into the mouth of a nearby statue head for a Platinum Coin. On another small island to the northwest, you can open up a Gatcha to rescue Wonder-Yeti.





The last item to collect is another Platinum Coin hidden on the platform closest to the far side of the ice. You must use Unite Hammer to break it free. Once this is all done, head back to the start point of this area to take care of business in Kahkoo-regah. You must collect fire with Unite Hand, then light up the torches at the starting area to take on the challenge.

Secret Mission 5
Medal Requirements
Enemies Present (Normal)
Wave 1: Hah-Gonay x2
Enemies Present (Hard–101% Hard)

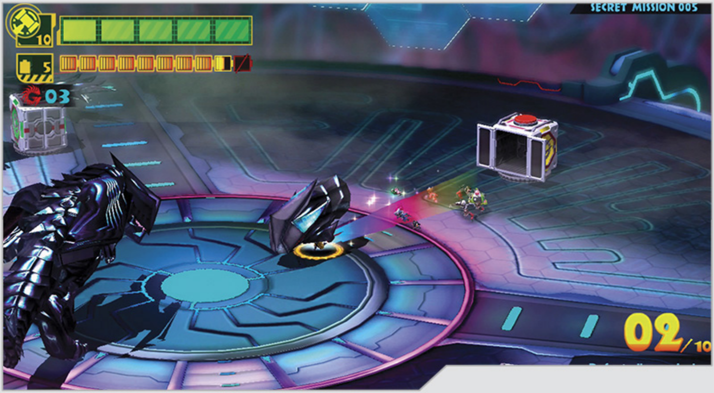
Wave 1: Ankho x2

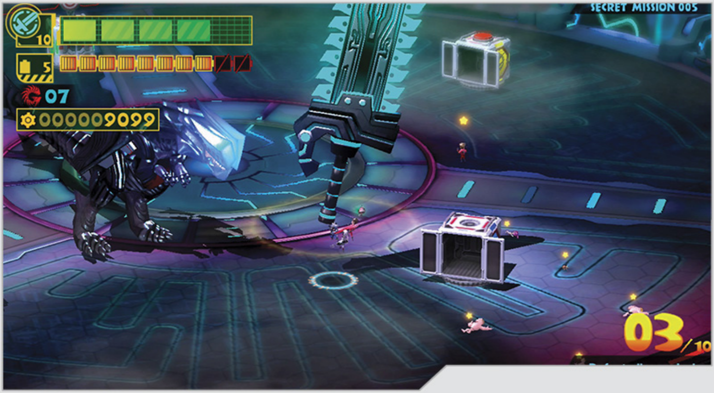
Rewards for Completion

Normal Mode: Figure No. 56 Wonder-Pixie

Hard Mode: Figure No. 17 Wonder-Vegetable

101% Mode: Figure No. 104 Wonder-Red (Emeritus)

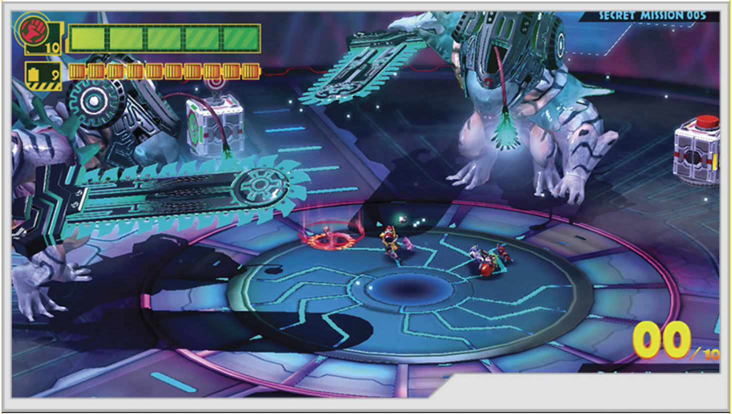


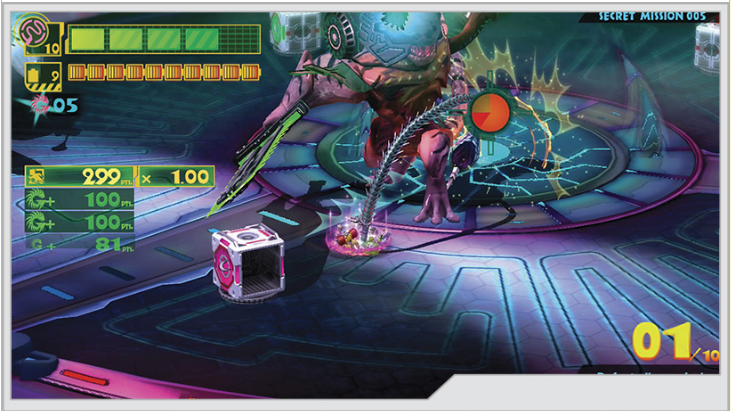


Another demanding challenge, this Kahkoo-regah mission gives you only ten heroes to work with and limits you to using ten Unite Morphs total, while sending you up against two Hah-Gonay. Wail and gnash your teeth as much as you feel necessary.

Fortunately there are ways to stack the fight in your favor. With Unite Morphs so limited, having Hero Sense and Hero Time is a huge help in keeping out of harm's way. Additionally, there are a variety of supply boxes scattered around the field, all containing weapons that you can normally find after defeating certain enemies. These weapons can rip through the Hah-Gonay way faster than a 10-man Unite Morph could ever hope to, so exploit these items to the fullest extent, conserving Unite Morph uses for emergency Unite Springs or Guts. Try to engage the enemy one at a time, and always be ready to run if it looks like you don't have enough Unite Gauge to trigger Hero Sense.

Hard and 101% Hard Mode





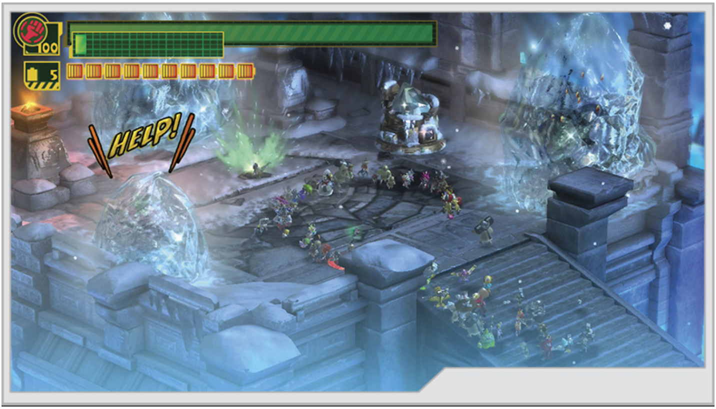
On these settings, you face off against a pair of Ankho, while dealing with the same limitations imposed upon you in the easier difficulties. This can be extremely challenging. The same basic strategies work here, though; your opponents are simply more versatile and dangerous. Use Hero Sense and Hero Time to stay out of harm's reach, then use your weapon of choice.

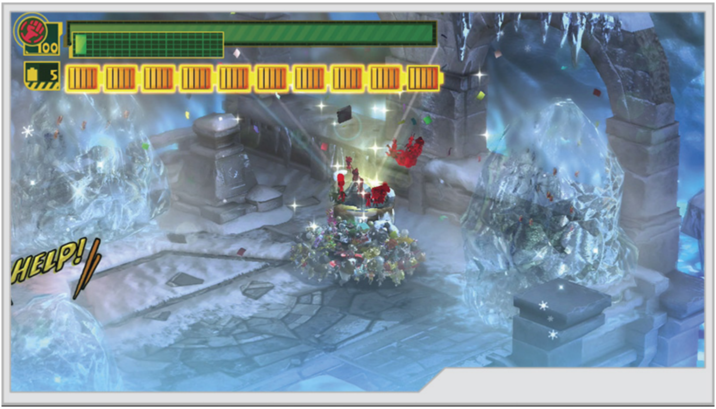
Do what you can to attack the Ankho one at a time, and don't get greedy. For whatever weapon you pick up, try to fight at the limit of its range to give you enough time to react to any attacks the Ankho uses. Weapons such as the Hah-Gonay's Head, or the Ankho's Sword are highly desirable and powerful tools to find in the supply boxes.

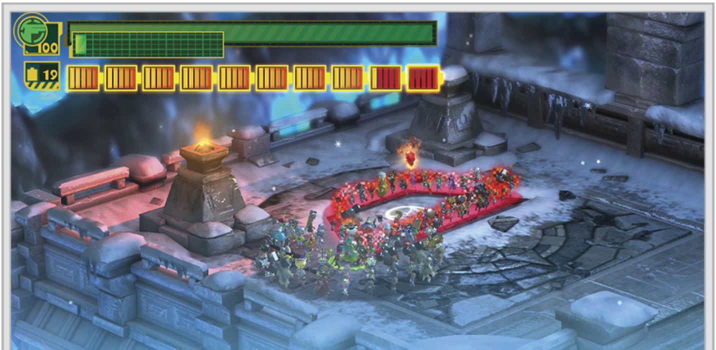
SECRET MISSION 005
10
9
10
01
/10

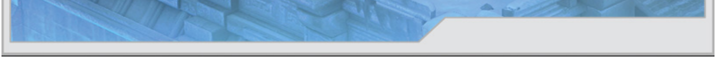
Always be ready to retreat if an Ankho turns red; that is the prelude to its spin-slash attack. If you circle them clockwise, you should be able to stay just ahead of any sword thrusts, and combined with Hero Sense and Hero Time, you'll be able to exploit openings for more damage.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:20	1:40	2:00	Normal
Time	2:30	3:00	3:30	4:00	Hard
Time	2:30	3:00	3:30	4:00	101% Hard
Combo	4000	3000	2000	1000	Normal
Combo	5000	4500	4000	3500	Hard
Combo	5000	4500	4000	3500	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard

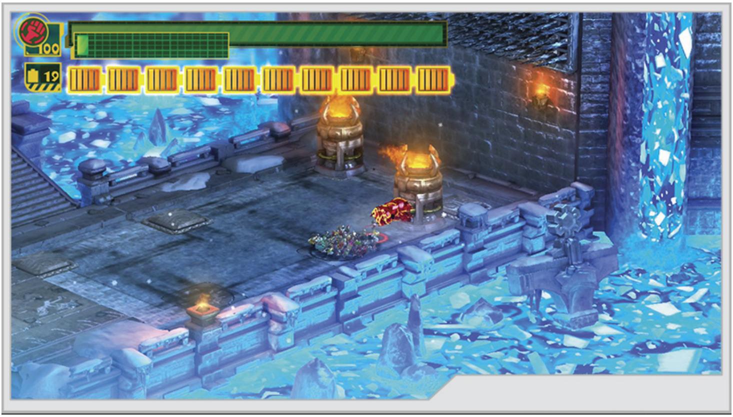


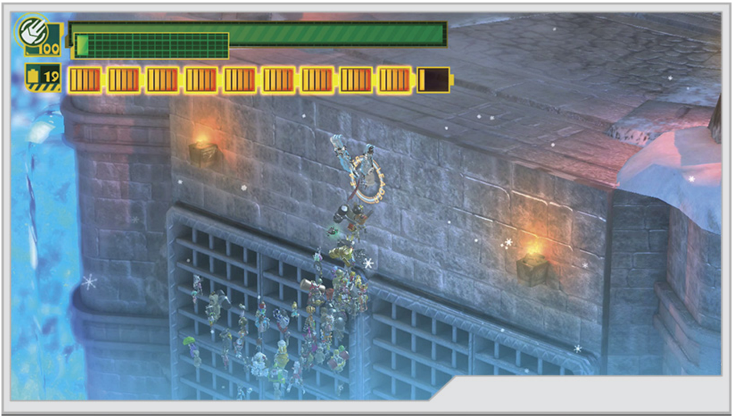




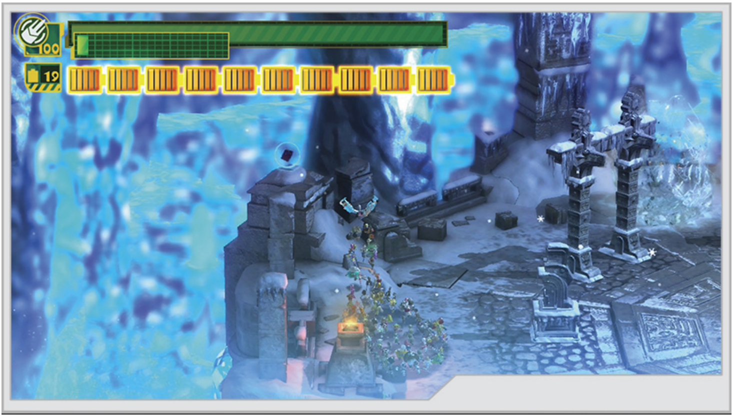


[5] This section is a puzzle of sorts. There are two large torches that can be moved with Unite Hand and four switches on the ground. Two are close to a stairway that takes you to a side path blocked off by spikes, while the other two are near a wall you must scale, also blocked off by spikes. Take both torches and cover the switches next to the stairs. The spikes will retract, and you can follow this side path to another section of the temple. [6] It is possible to recruit Wonder-Goddess here, and you can also melt an ice block to recover Wonderful File No. 16. Lastly, you can draw a Wonder-Liner on the trapezoid shape at the center of the temple section to recover a Hero Heart Fragment.





Now, return to the torches and move them both onto the switches near the wall you need to climb. This will retract the spikes blocking the way to the top.



If you hug the left side of the arena after climbing the wall, you can get close to where GEATHJERK File No. 46 is located. Extend a Wonder-Liner out to it so you can avoid triggering Mission 6 by moving too far into the arena.

Mission 6

Medal Requirements

Enemies Present (Very Easy–Normal)

Wave 1: Surey Doora

Wave 2: Hah-Gonay x2

Enemies Present (Hard–101% Hard)

Wave 1: Surey Doora x2

Wave 2: Hah-Gonay x2

MISSION 006
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19
328 PTS.
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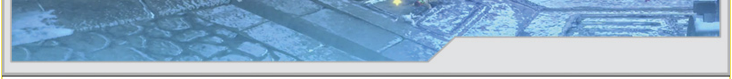
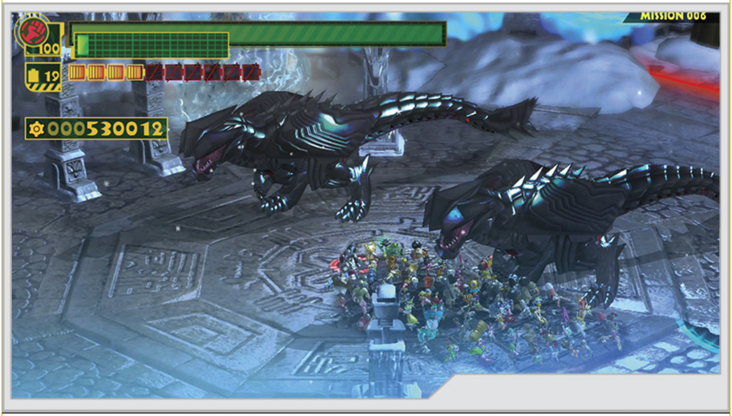




A lone Surey Doora starts this party, which should be fairly easy pickings once you use the first Unite Bomb to slow it down. The two Hah-Gonay in the second wave are as problematic as other times you've faced two of the beasts at the same time. If possible, concentrate on one at a time, using the target you're focusing on to stand in between you and the second.

Hard and 101% Hard Mode

104
9
23 PTS
× 1.00
MISSION 006

For the higher difficulties, the first wave consists of two Surey Dooras, which does change the dynamics of that opening battle. Watch out for flanking attempts, as this arena is quite large, and the Surey Dooras can quickly get outside of Unite Bomb range and surprise you with long-distance throwing stars. The second wave stays the same as it appears on the Normal mode.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:10	3:30	3:50	4:10	Very easy
Time	2:50	3:10	3:30	3:50	Easy
Time	2:30	2:50	3:10	3:30	Normal
Time	2:20	2:40	3:00	3:20	Hard
Time	2:20	2:40	3:00	3:20	101% Hard
Combo	4000	3000	2000	1000	Very easy
Combo	6000	5000	4000	3000	Easy
Combo	8000	7000	6000	5000	Normal
Combo	12000	10000	8000	6000	Hard
Combo	14000	12000	10000	8000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

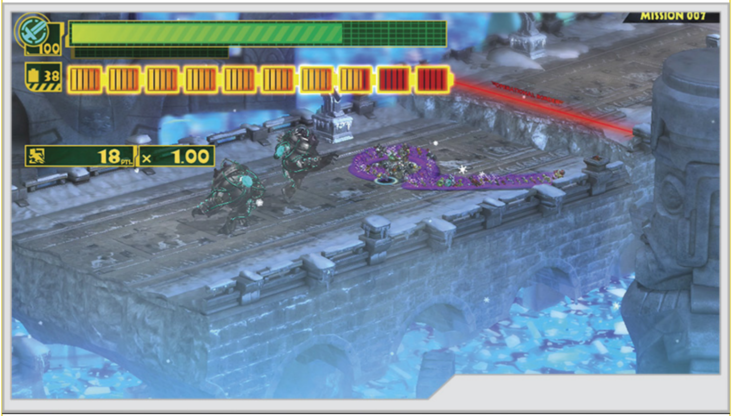
Bust down the spike barrier with Unite Whip [7], and press onward.

Mission 7

Medal Requirements

Enemies Present (All Difficulties)

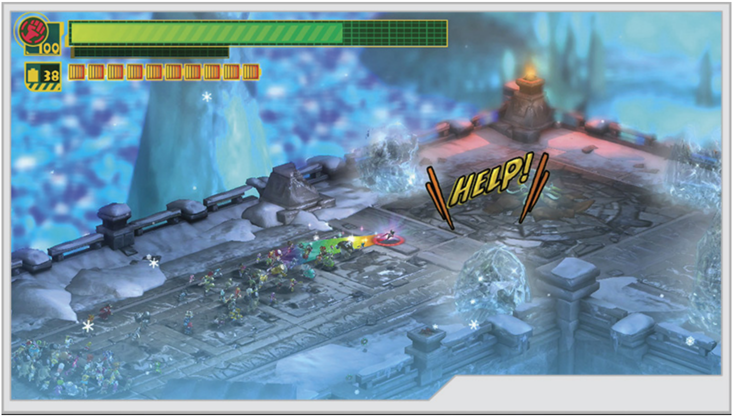
Diedough-Goo x2

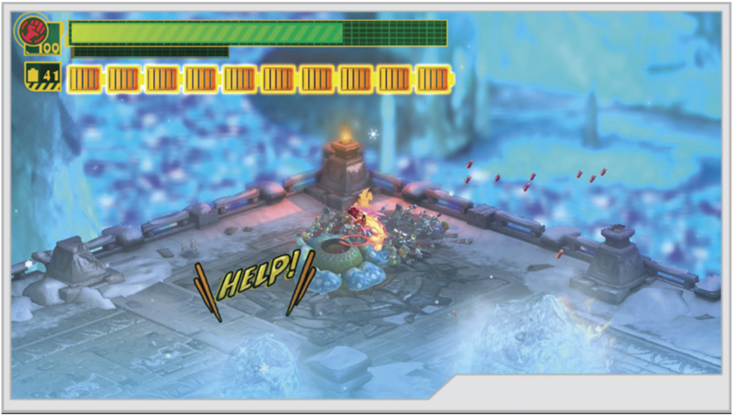


Another battle on a shifting bridge begins as a pair of Diedough-Goo crash onto the scene. As with your experience in a similar situation before, you have to keep the fight away from the edges of the bridge; otherwise you'll get dropped into the drink and lose health.

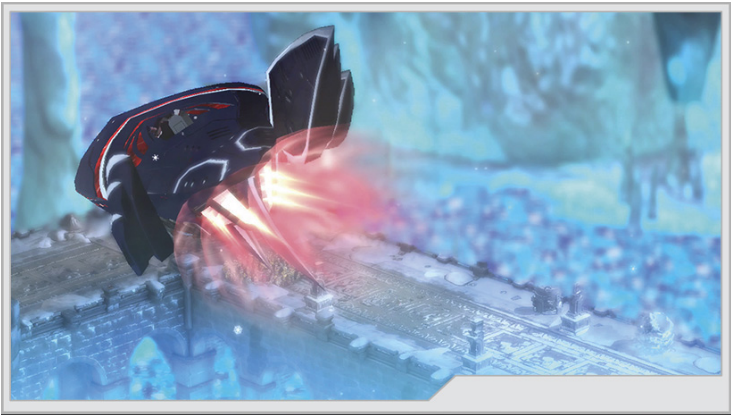
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:50	2:10	2:30	2:50	Very easy
Time	1:40	2:00	2:20	2:40	Easy
Time	1:30	1:50	2:10	2:30	Normal
Time	1:30	1:50	2:10	2:30	Hard
Time	1:30	1:50	2:10	2:30	101% Hard
Combo	2500	2000	1500	1000	Very easy
Combo	4000	3000	2000	1000	Easy
Combo	5000	4000	3000	2000	Normal
Combo	6000	5000	4000	2000	Hard
Combo	7000	6000	5000	3000	101% Hard

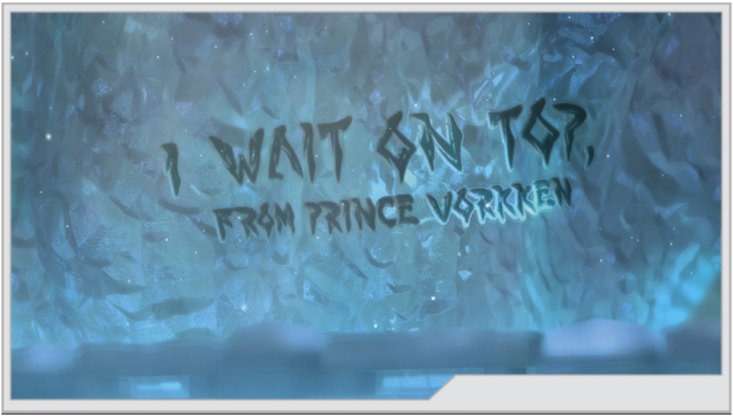
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





The section of bridge beyond Mission 7 is devoid of combat. You can rejuvenate a flower bed, melt ice blocks to free civilians and Wonderful Batteries, and refresh yourself before taking on the next challenge.





Vorkken's ship flies overhead, delivering an ultimatum and a challenge. Immorta decides that it is time to relay the story of her people to you.

Mission 8

Medal Requirements

Enemies Present (Very Easy–Normal)

Wave 1: Dough-Goo (unlimited spawn)

Wave 2: Gedie Dough-Goo, Diedough-Goo

Enemies Present (Hard–101% Hard)

Wave 1: Dough-goo (unlimited spawn)

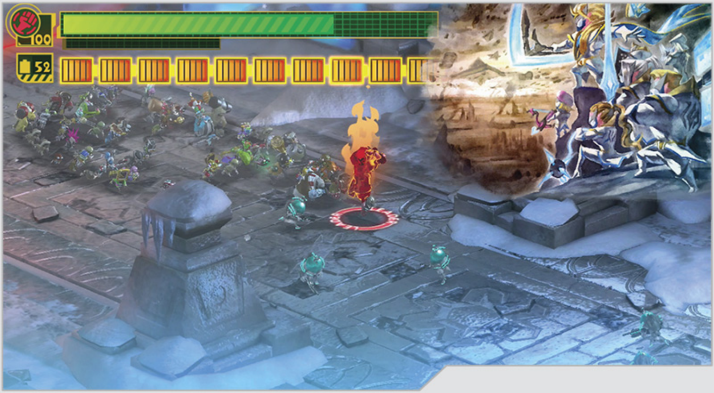
Wave 2: Gedie Dough-Goo, Ankho

Tip

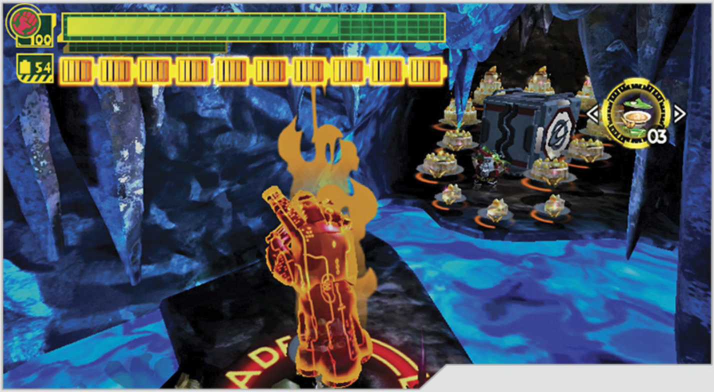
Immorta speaks throughout most of this mission, which can make fighting difficult if you leave her text bubbles onscreen. Remove that stuff if it's getting in the way.

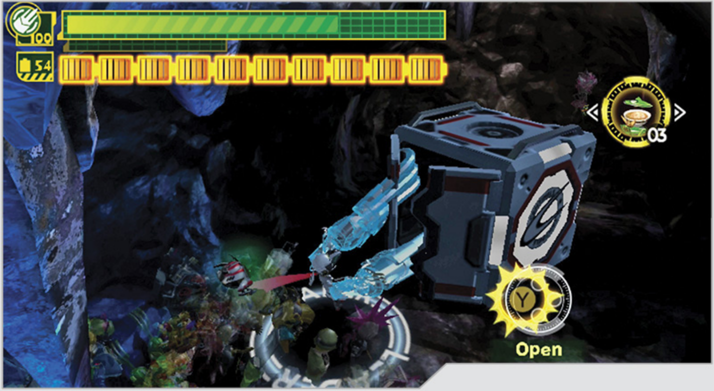
MISSION 008
100
52
HELP!

Just a few steps from where the mission begins is a Wonderful Toilet containing Wonderful File No. 14. A little ways past this is a statue; Wonder-Liner into its mouth for GEATHJERK File No. 28.



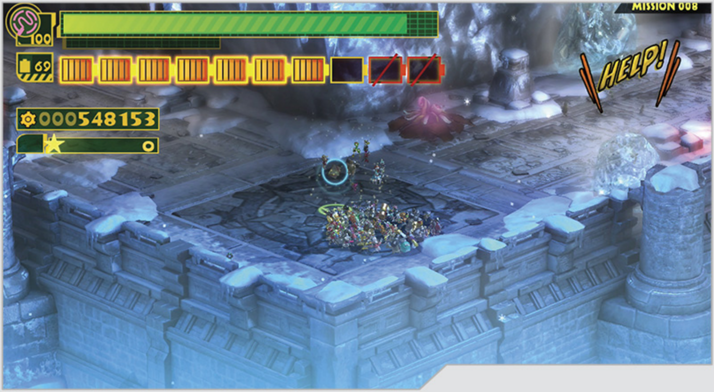
[8] Multiple squads of Dough-Goo try to swarm you as you leave the statue behind. This marks the first of a series of battles that set up mini-arenas for you to fight in. While Immorta narrates her story, the enemies will keep arriving until she reaches a stopping point, which will cause any remaining enemies to vanish and will lift the barriers for you to proceed.



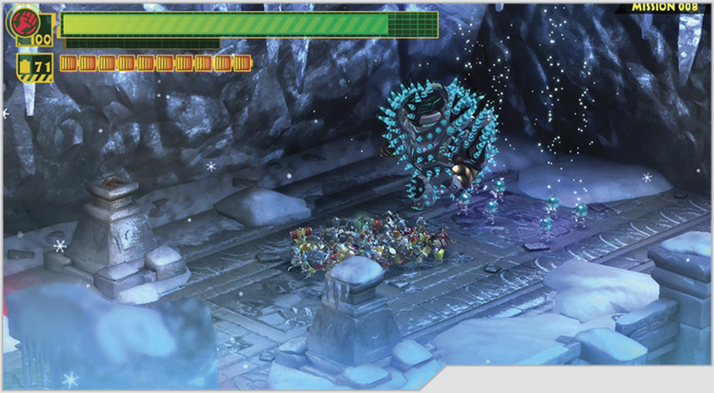


[9] Use the torches to melt open a small side cave, taking care to avoid the stalactites falling from above. When you enter the cave, the interior will be shown on your GamePad. Navigate the cave carefully to avoid the dangerous ice water. At the end of it is a huge supply of Wonderful Cakes, a white supply box containing Wonderful Figure No. 96, and another recruit for the team, Wonder-Santa.

MISSION 008
100
69
OPERATIONAL BORDER
OPERATIONAL BORDER

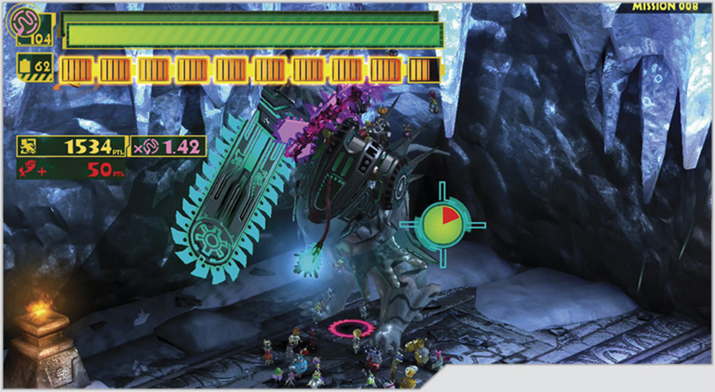


[10] Leaving the cave, head toward the turn in the walkway, triggering an ambush by a Gehdown and more Dough-Goo. Once you destroy them, wrap a Wonder-Liner around the circular crest to retrieve Wonderful File No. 20.



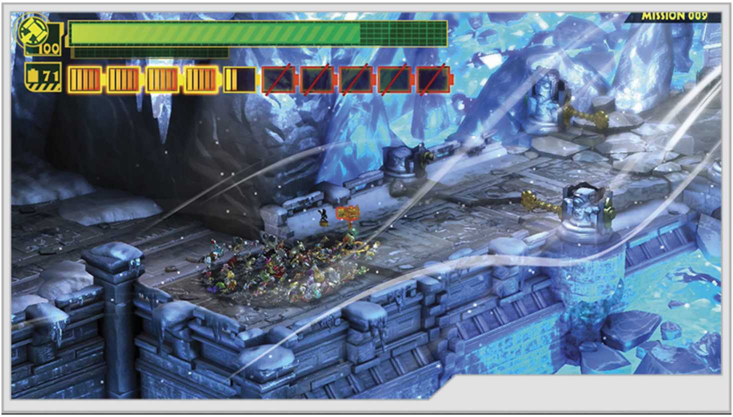
[11] The last battle zone sends a Gedie Dough-Goo after you, along with another group of Dough-Goo. Mission 8 ends as soon as you clear the area.

Hard and 101% Hard Mode



Overall, not much changes on the higher difficulties up until you reach the final battle zone [11]. In place of the Gedie Dough-Goo is an Ankho, which can be tricky to fight because its sword reach extends across the vast majority of the arena.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	7:20	7:40	8:00	8:20	Very easy
Time	6:20	6:40	7:00	7:20	Easy
Time	5:20	5:40	6:00	6:20	Normal
Time	5:20	5:40	6:00	6:20	Hard
Time	5:20	5:40	6:00	6:20	101% Hard
Combo	10000	8000	6000	4000	Very easy
Combo	10000	8000	6000	4000	Easy
Combo	12000	10000	8000	6000	Normal
Combo	13000	11000	9000	7000	Hard
Combo	15000	12000	10000	8000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



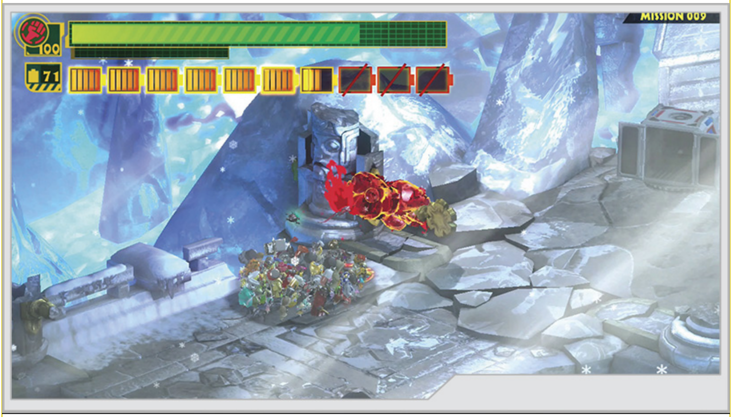
Just as Mission 9 is about to begin, hammer this small crack in the ground to release Wonderful Figure No. 83.

Mission 9

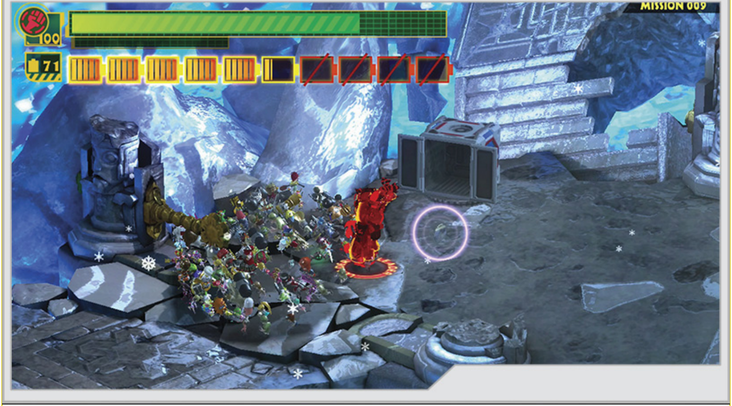
Medal Requirements

Enemies Present (All Difficulties)

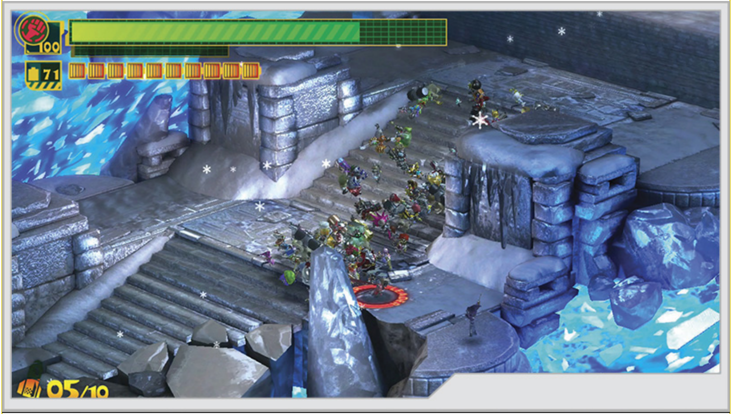
None



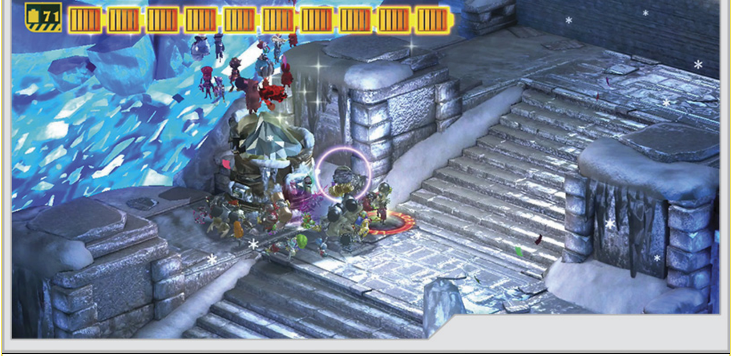
Mission 9 involves no fighting against enemies, but rather against the forces of nature. You must scale a narrow path up a steep hill, as quickly as possible. However, intense winds can kick up and will send you flying back down to the bottom of the hill. To prevent this, use Unite Hand to grab on to rods sticking out the sides of statues flanking the path.



A blue supply box on the early part of the climb contains a Platinum Coin.

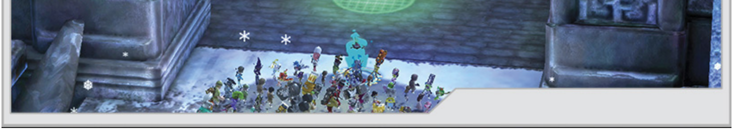


100
MISSION 009



Eventually you will reach a staircase leading up to the Super Reactor door. On one side, you can recruit Wonder-Witch. Across the way from her, you can rebuild a small treasure statue to retrieve the last Platinum Coin.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:10	1:20	1:30	Very easy
Time	0:50	1:00	1:10	1:30	Easy
Time	0:40	0:50	1:00	1:30	Normal
Time	0:30	0:40	0:50	1:20	Hard
Time	0:30	0:40	0:50	1:20	101% Hard
Damage	0	200	400	600	Very easy
Damage	0	200	400	600	Easy
Damage	0	200	400	600	Normal
Damage	0	200	400	600	Hard
Damage	0	200	400	600	101% Hard



At the top of the hill, the only thing left to do is open the final door with Unite Sword and meet up with Vorkken on the other side.

Operation 006-C

Due to a sudden case of “the boss you were supposed to fight mouthed off to Vorkken and got destroyed,” the original final fight on Operation 006’s schedule has been replaced by one last duel: the heroes of Dearth, led by Blunder-Red, versus the pirate band Guyzoch, led by Prince Vorkken. This time, there will be no restraint from the prince, and absolutely no mercy. Let’s go.

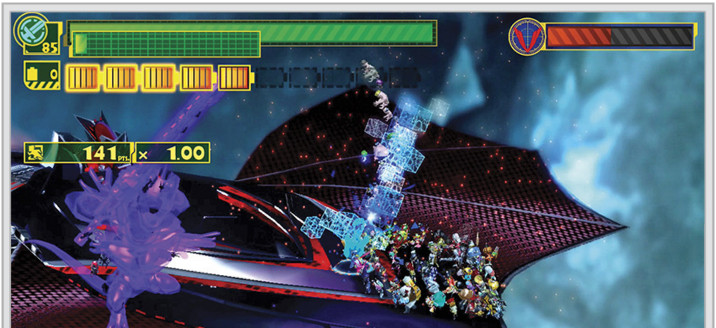
Medal Requirements

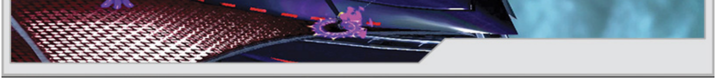
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	15:00	20:00	1:00	6:00	Very easy
Time	10:00	15:00	20:00	1:00	Easy
Time	10:00	15:00	20:00	1:00	Normal
Time	10:00	15:00	20:00	1:00	Hard
Time	10:00	15:00	20:00	1:00	101% Hard
Combo	9000	8000	7000	6000	Very easy
Combo	10000	9000	8000	7000	Easy
Combo	14000	12000	10000	8000	Normal
Combo	21000	18000	15000	12000	Hard
Combo	21000	18000	15000	12000	101% Hard
Damage	0	10000	15000	20000	Very easy
Damage	0	10000	15000	20000	Easy
Damage	0	10000	15000	20000	Normal
Damage	0	10000	15000	20000	Hard
Damage	0	10000	15000	20000	101% Hard

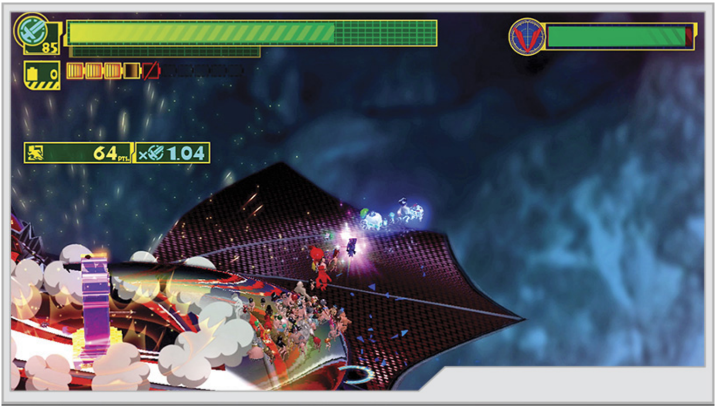
Enemies Present (All Difficulties)

Vorkken, Chewgi

Phase One

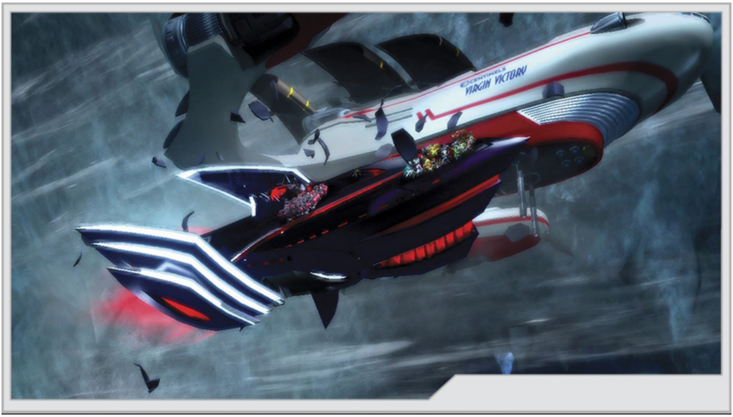


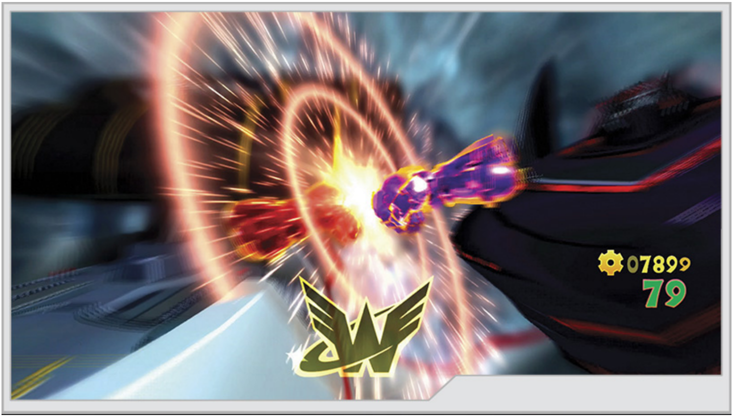




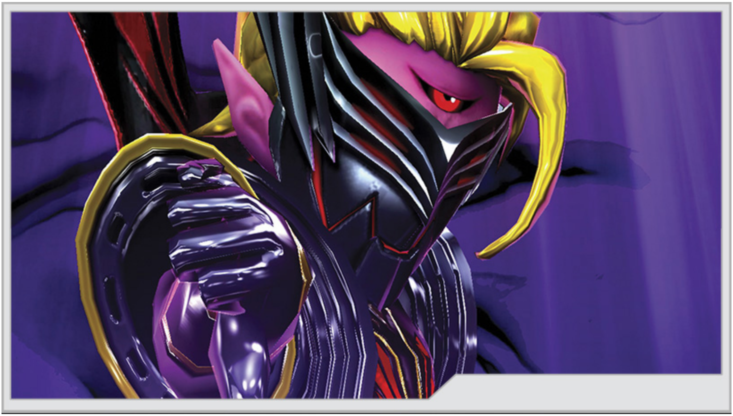
Once again, your duel with Vorkken opens atop his ship as it flies through the Lost City of Kowrule. At this time, Vorkken's arsenal contains every single Unite Morph you could possible have up to this point, in addition to the unique Unify Boomerang and Unify Naginata abilities. More worrisome, he consistently uses the strongest level of each Unite Morph. This being the longest and toughest battle against Vorkken you've yet experienced, have Custom Blocks that can help negate opportunities for him to damage you as much as possible. Hero Sense, Hero Time, and Hero Counter are likely staples. Dodge Mine is also a neat little trick, as Vorkken's aggression tends to have him run over the mines you'll leave behind after a Unite Spring.

Refer to Vorkken's entry on our enemy move list on page 369 so you know how to counter his attacks or how to evade them altogether with Unite Spring. As another reminder, do not overextend yourself when going on the offense. Vorkken and his men recover incredibly fast from stuns to punish any nearby enemies. Vorkken's crew has also gotten remarkably more proficient at using Unite Guts, and striking Vorkken when he is in that form can result in a lengthy stun and a devastating counterattack.



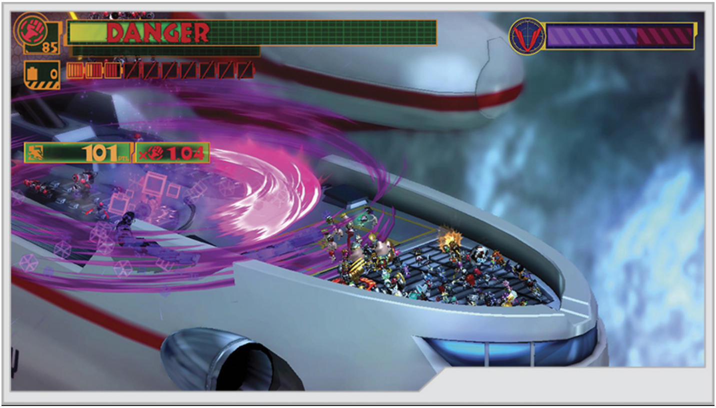


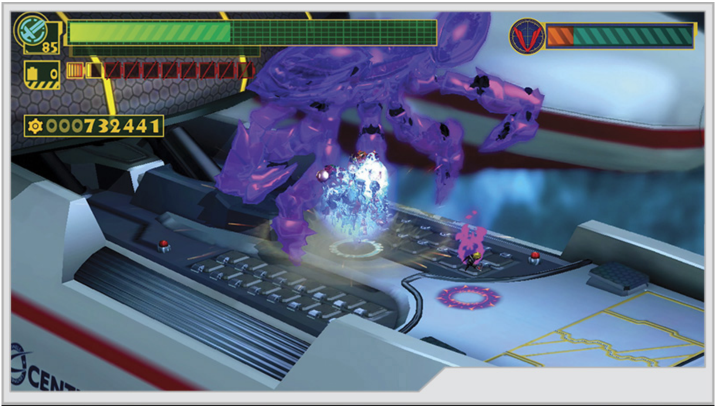
After taking down Vorkken's health, events occur that force you to Wonder-Jump over to the Virgin Victory. Vorkken's ship pursues you, and both teams engage in a Wonder-Punch clash.

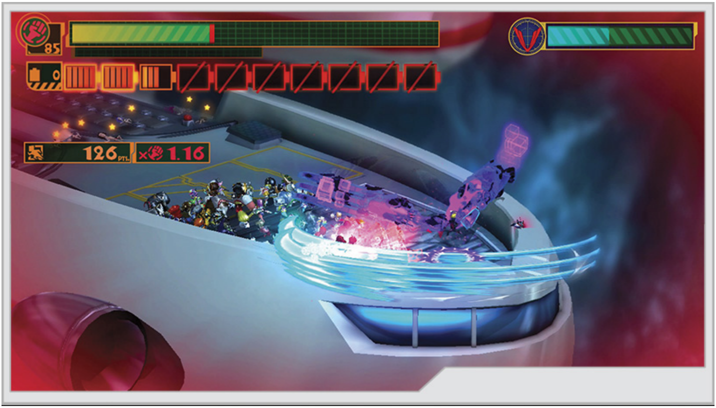


Stripping away the advantage of his ship has not upset the prince. In fact, he's quite impressed. Impressed enough to activate his special Teio Form. In response, the Wonderful 100 trigger Unlimited Form. Now it's really on.

Phase Two

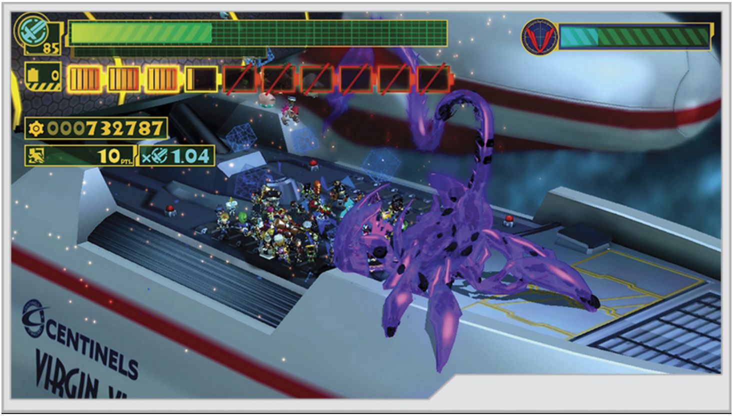


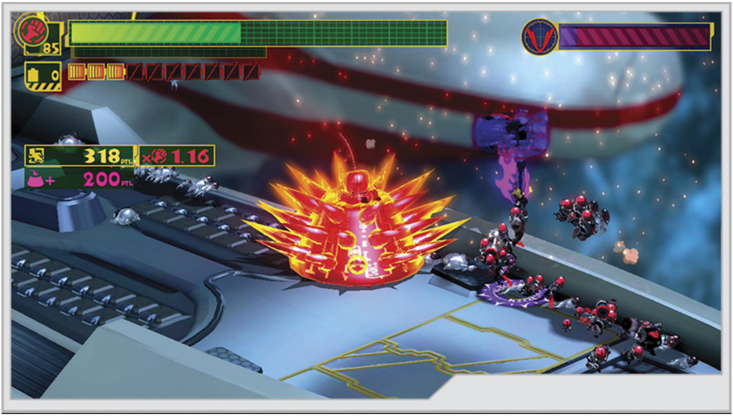




The hull of the Virgin Victory is the least ideal place to hold a duel with Vorkken. You've got exceedingly little room to maneuver; all of Vorkken's Unite Morphs have great reach across wide swaths of the deck; and Chewgi's monster morphs have reached their maximum capacity, able to summon a Deah-Kani form to assist his master, along with every other form you have yet seen. For players interested in scoring the Platinum rank for this battle, you will have many retries and failures. The deck is almost too narrow, and being out of position means you might take a surprise Unite Gun, Unite Bomb, or Unify Boomerang attack before you can even consider reacting. A lot of your dodges will be a mix of Unite Spring, as well as basic dashing double jumps over certain attacks.

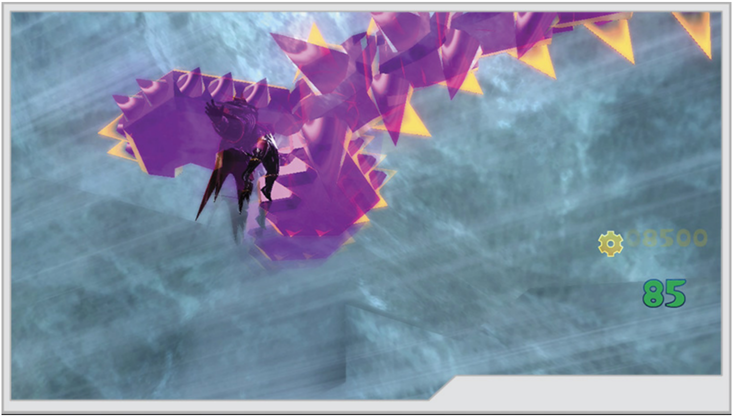
Keep your Unite Gauge filled as much as possible. Set your quick-use item to the Small Wonderful Cake To Go, as you will likely have many to spare. Scarf them down quickly if you drop below a third of your maximum Unite Gauge. You need to keep energy to spare in order to maintain a solid offense and have enough beyond that for Hero Sense to still be able to trigger. Only specific items will cost you rank, and the small cakes aren't one of those items.





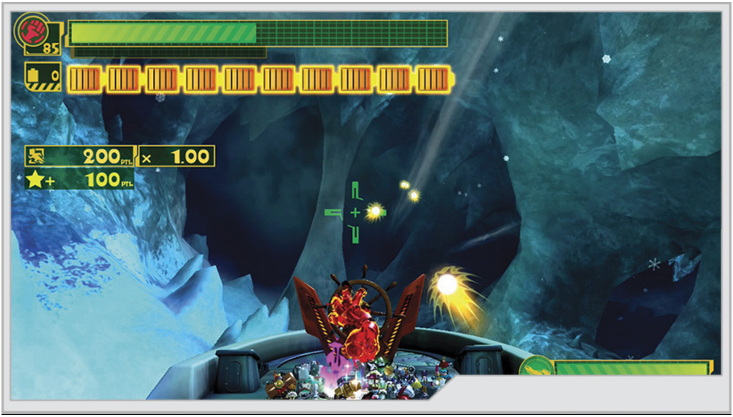
When you reach the last two health bars for Vorkken, the fight begins to rapidly lose control. Chewgi will start leading the rest of the Guyzoch into Team Unite Morphs, taking up part of the pirate team to use one type of Unite Morph while Vorkken uses another. This is the duel at its most dangerous, particularly on Hard and 101% Hard Mode, where it's a fairly common occurrence to lose half of your total life meter thanks to a single misstep that puts you at the wrong end of an attack, unable to defend or evade.

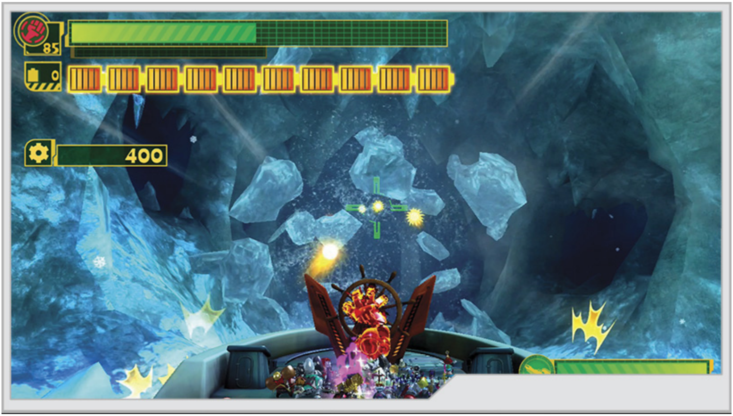
During these last two life bars, your goal is to score a hard counter with Unite Guts, which can be done off of Vorkken's Unite Hammer or Unite Hand, assuming you have the manpower for it. You always want to be doing this, but it's especially important here, because you don't want to drag out this last portion of the fight. If you break his formation with Unite Guts, immediately charge up the biggest Unite Hand you can and go for broke. Of course, this is easier to pull off on Normal mode and below. On the harder settings, Vorkken has significantly more health to work through.



After draining all of Vorkken's health, he manages to recover his ship and try for one last gambit. After you counter with Wonder-Punch, a dramatic scene occurs, forcing Wonder-Pink to rescue the prince with Unite Whip.

Phase Three





In the aftermath of the battle, it appears that the cavern the Virgin Victory is traveling through has begun to collapse. You must take up the ship's wheel with Unite Hand, and fly the last 6,000 meters to the exit. Ice formations will occasionally block your path, but you can destroy them with the ship's guns.

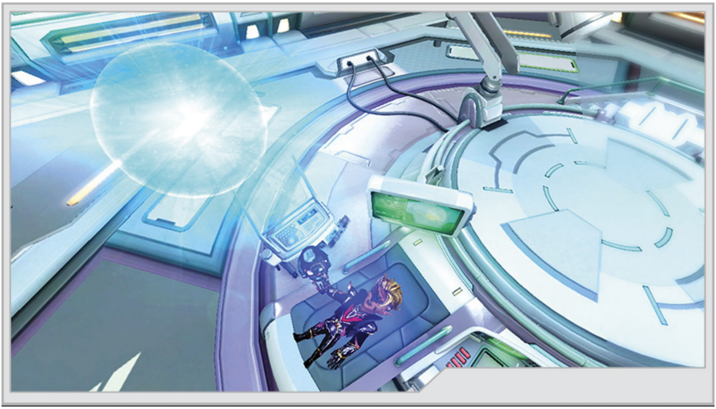
After more drama rocks the Virgin Victory, a new GEATHJERK officer makes his debut.

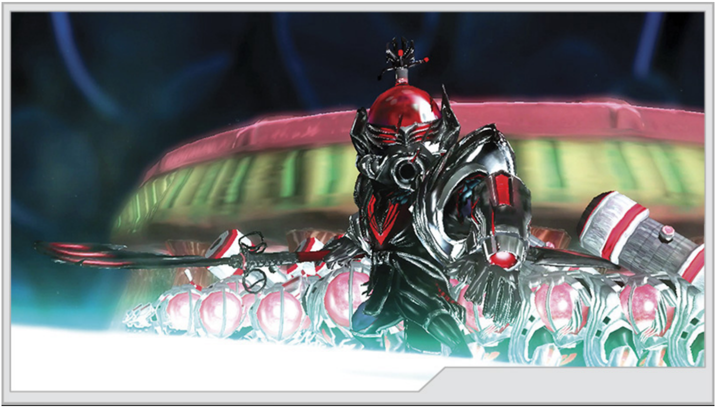
GEATHJERK Encounter: Gimme

High Commander of the GEATHJERK, and the right hand of Admiral Jergingha, Gimme is the cruelest, most implacable opponent the Wonderful 100 has seen to date. Capable of cruelties that would make every previous officer shudder with fear and disgust, Gimme is willing to use anything and everything at his disposal and discard it when he no longer needs it.

On an ominous note, Operation 006 is complete...but it may not actually matter.

Operation 007: The Alien Vorkken Ohgee’s Internal Organs

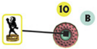


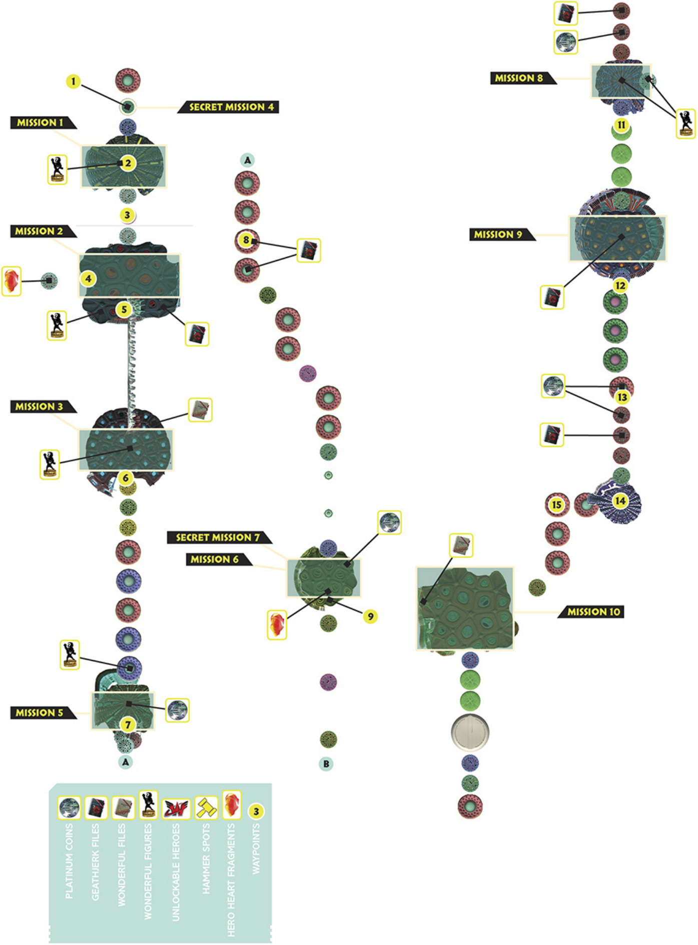


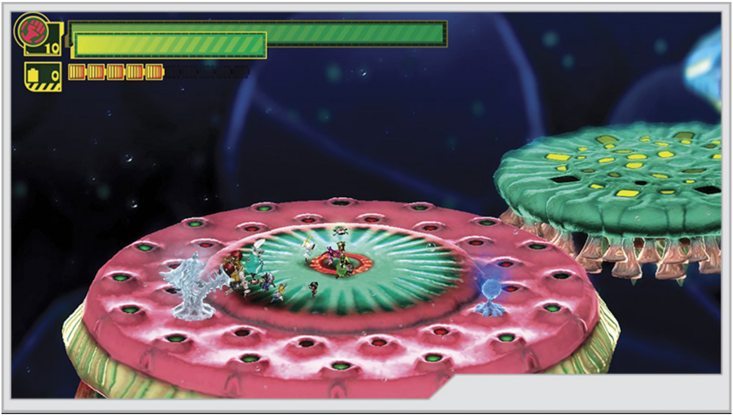
The shocking aftermath of Luka's announced intentions has resulted in the absolute worst-case scenario. Worldwide, it appears that Margarita has begun to lose power, meaning that a full-scale GEATHJERK invasion is imminent. The Super Reactors, despite having been protected, are failing Earth in her most dire hour.

As the Virgin Victory speeds off in pursuit of Gimme, the Wonderful 100 prepare to undertake a mission of mercy. Vorkken has been afflicted with the cruelest nano-bioweapon in the GEATHJERK arsenal. To rescue him, Wonder-Red has elected to shrink a team of Wonderful Ones using Professor Shirogane's Nano-Accel, and lead them inside the alien's organs to root out the bioweapon.

Operation 007-A







This operation begins with your team at a disadvantage. Outside of the main heroes, you have only three more Wonderful Ones along for the ride. Jump across the platforms to press on toward Mission 1.

Tip

Take note of the platform next to the one your team starts on, with the flashing yellow surface [1]. A portal to Kahkoo-regah will appear here after you complete Mission 3.

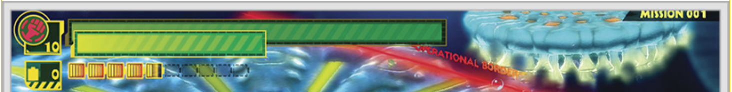
Mission 1

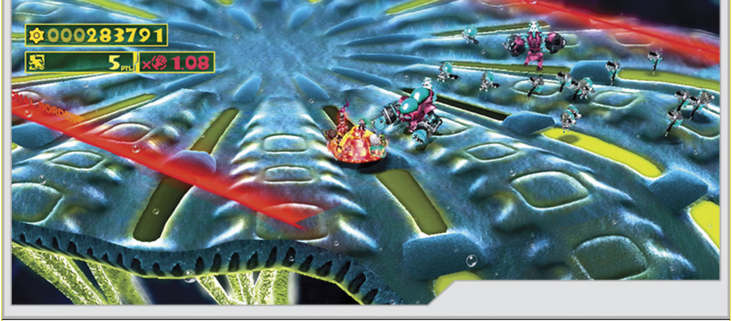
Medal Requirements

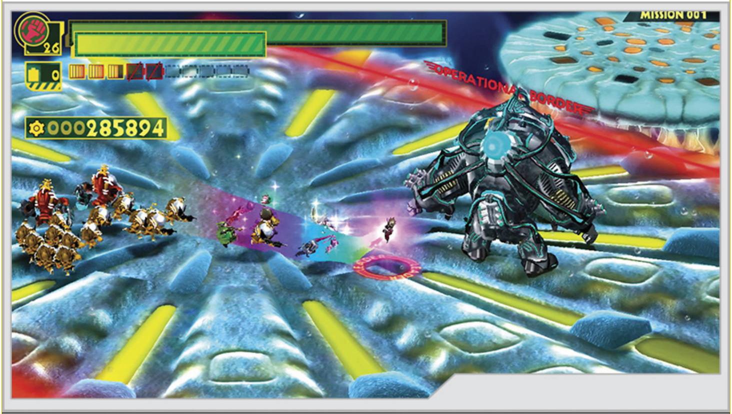
Enemies Present (All Difficulties)

Wave 1: Chew Dough-Goo x2, Dough-Goo

Wave 2: Diedough-Goo

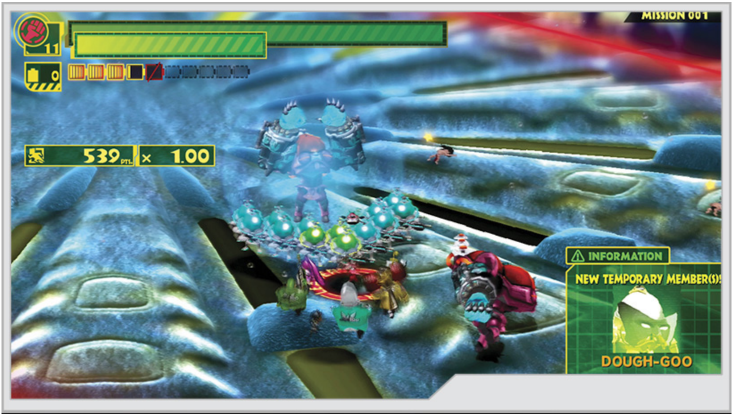




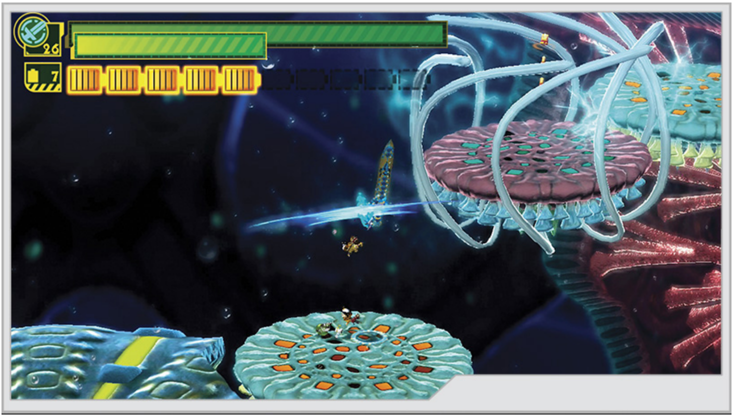


This first battle is absolutely vital to your success early on. The two Chew Dough-Goo will summon multiple squads of Dough-Goo, and it is important that you use these Dough-Goo to bolster your squad's numbers to 20 men or more, as you'll need at least that many to get collectibles later on. To do this more easily, let the Chew Dough-Goo organize the Dough-Goo into formation in front of them, and when they do their charge attack, you can Unite Guts the whole lot of them. This can weaken them enough to outright recruit them with the Wonder-Liner. With your forces increased, the Diedough-Goo in the second wave can be easily dealt with.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:00	3:20	3:40	4:00	Very easy
Time	3:00	3:20	3:40	4:00	Easy
Time	2:40	3:00	3:20	3:40	Normal
Time	2:40	3:00	3:20	3:40	Hard
Time	2:40	3:00	3:20	3:40	101% Hard
Combo	200	150	100	50	Very easy
Combo	250	200	150	100	Easy
Combo	2500	2000	1500	1000	Normal
Combo	4000	3000	2000	1000	Hard
Combo	5000	4000	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



[2] Before leaving the Mission 1 area, don’t forget to Unite Hammer the center of the arena for Wonderful Figure No. 42.



[3] This next set of platforms introduces a new obstacle to you. Tentacles rise up from the middle platform and can knock you into the abyss. Cut them down with Unite Sword.

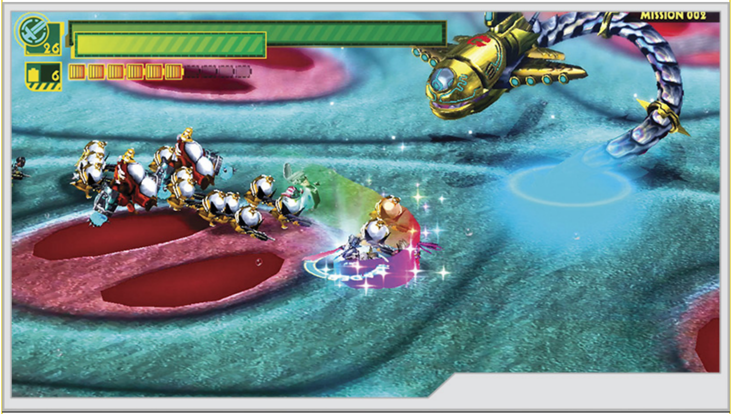
Mission 2

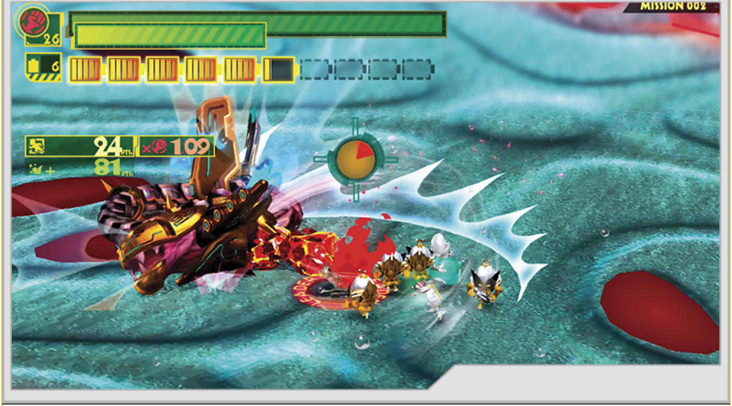
Medal Requirements

Enemies Present (All Difficulties)

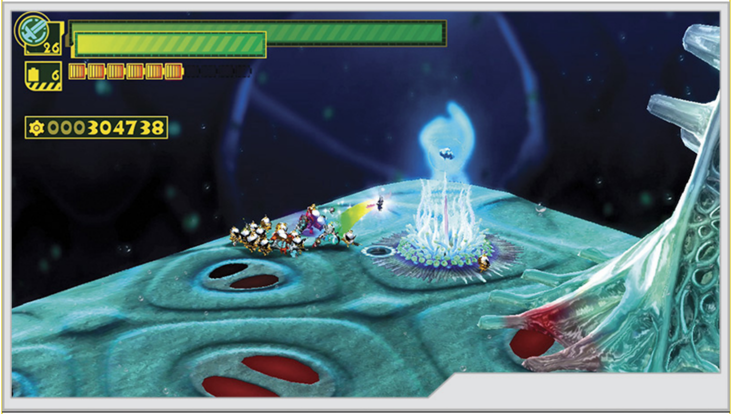
Wave 1: Orgon

Wave 2: Orgon



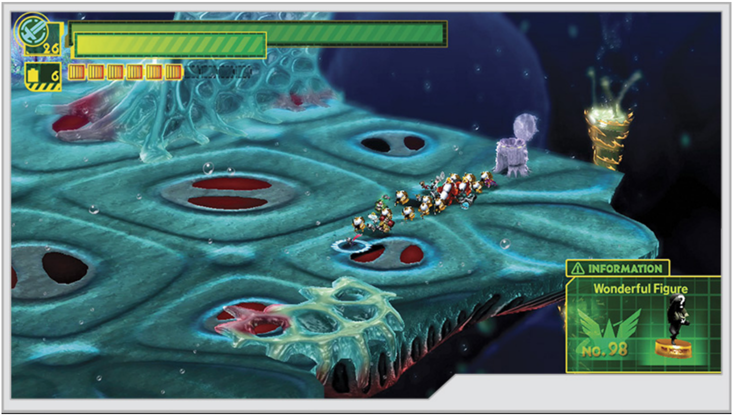


You're attacked by a lone Orgon when you reach the next large platform. A second Orgon will appear after the first is destroyed.

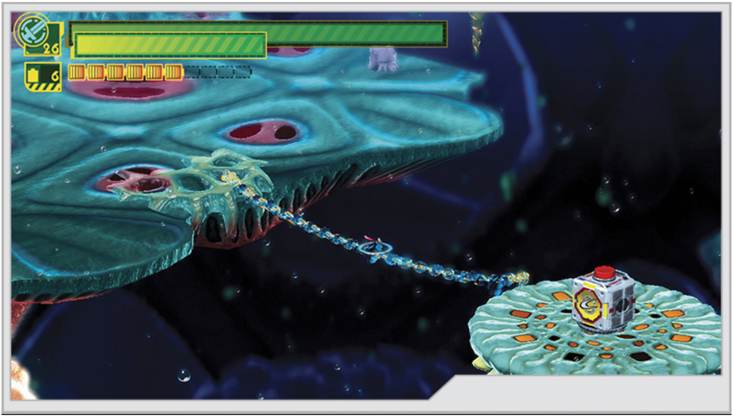


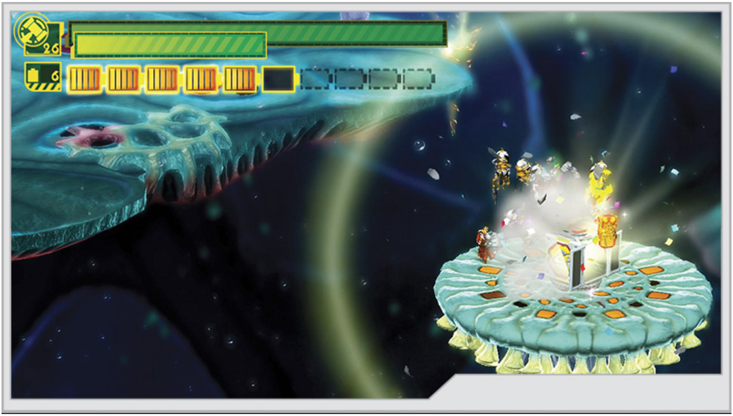
After taking care of Mission 2, it's time to collect some items. First, rejuvenate the flower bed on the northern corner of the platform to receive GEATHJERK File No. 29.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:20	3:40	4:00	4:20	Very easy
Time	3:20	3:40	4:00	4:20	Easy
Time	3:00	3:20	3:40	4:00	Normal
Time	3:20	3:40	4:00	4:20	Hard
Time	3:20	3:40	4:00	4:20	101% Hard
Combo	600	500	400	300	Very easy
Combo	700	600	500	400	Easy
Combo	800	700	600	500	Normal
Combo	2000	1500	1000	500	Hard
Combo	2500	2000	1500	1000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

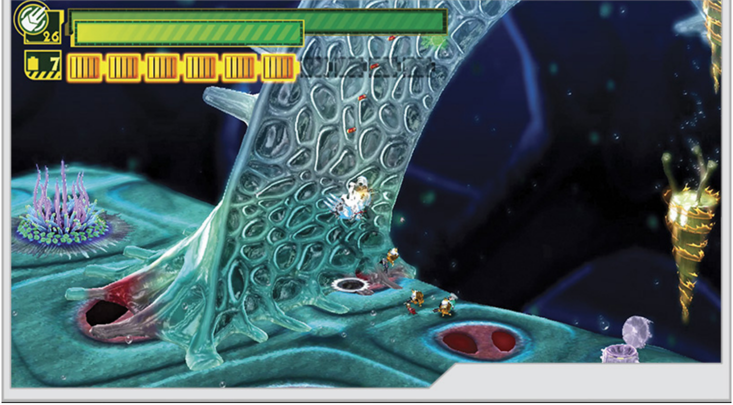


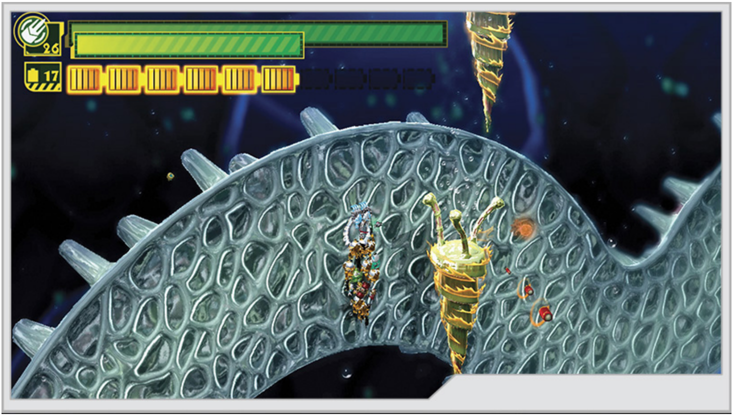
The Wonderful Toilet (that somehow got inside Vorkken) on this platform requires 20 heroes in your squad, which is why we insisted on getting as many as possible from the first mission. Inside it is Wonderful Figure No. 98.





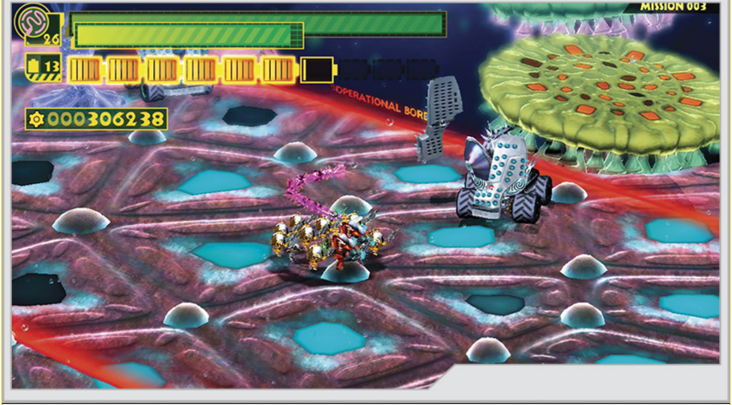
One last item is located off the main platform. You need to build a bridge off the side [4] to reach a smaller platform. The yellow supply box there contains a Hero Heart Fragment. This item also requires at least 20 heroes on the team.

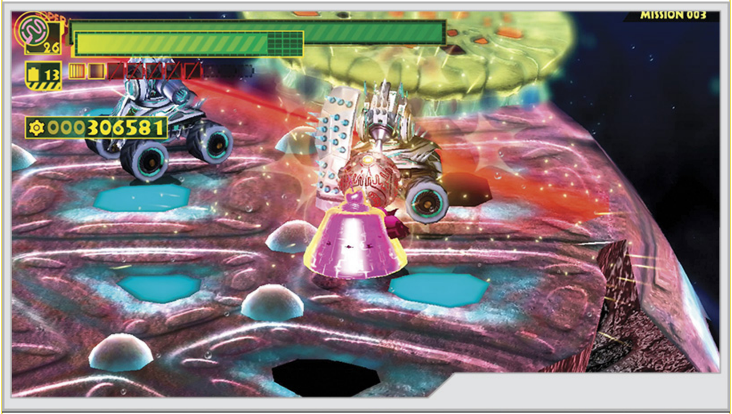




[5] Now, using Unite Claw, climb along a wall to reach the next large platform. However, Drill Cells occasionally pass near the wall, and can hurt you on contact.

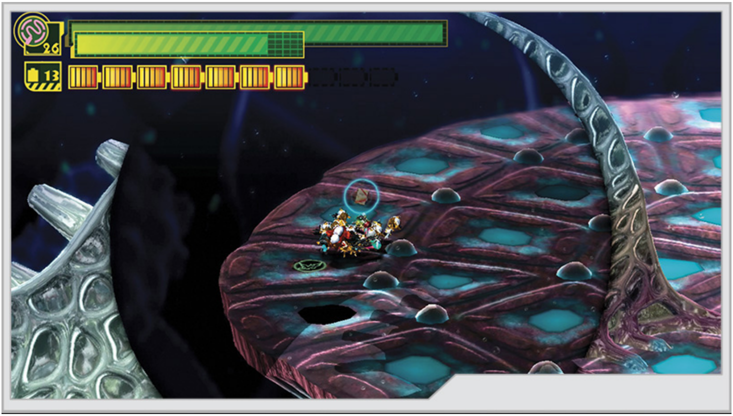
Mission 3
Medal Requirements
Enemies Present (All Difficulties)
Gehdown x2





Survive the wall climb to reach the next large platform, and you're assailed by two Gehdown. Remember that you must take out both pieces of armor on a Gehdown with Unite Whip before you can reflect their cannon shots with Unite Guts to cause damage.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:20	3:40	4:00	4:20	Very easy
Time	3:20	3:40	4:00	4:20	Easy
Time	2:00	2:20	2:40	3:00	Normal
Time	4:00	4:20	4:40	5:00	Hard
Time	4:00	4:20	4:40	5:00	101% Hard
Combo	600	500	400	300	Very easy
Combo	700	600	500	400	Easy
Combo	800	600	400	200	Normal
Combo	2000	1500	1000	500	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



Before running back to the start of the operation to find the Kahkoo-regah portal, you can collect some items on the Mission 3 platform. First, go behind the climbing wall and look for a spot on the floor that does not light up like other sections do. Sending a Wonder-Liner into it reveals Wonderful File No. 15. You can also wrap a Wonder-Liner around the center of the platform to find Wonderful Figure No. 92.

Now go back toward the start of the operation to open the portal to Kahkoo-regah.

Secret Mission 4

Medal Requirements

Enemies Present (Normal)

Dough-Goo x15, Chew Dough-Goo x2, Koh-Tumeekey

Enemies Present (Hard-101% Hard)

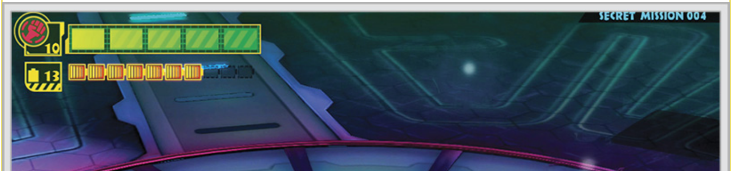
Chew Dough-Goo x4, Dough-Goo, Nyerk x2

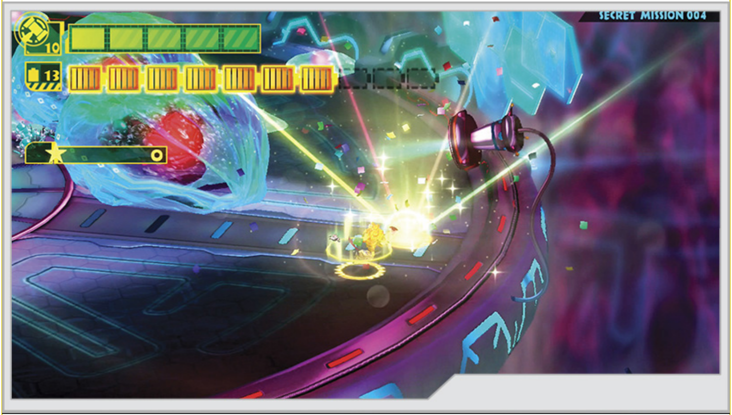
Rewards for Completion

Normal Mode: Figure No. 25 Wonder-Yeti

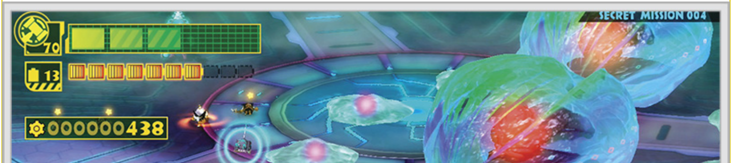
Hard Mode: Figure No. 57 Wonder-Dancer

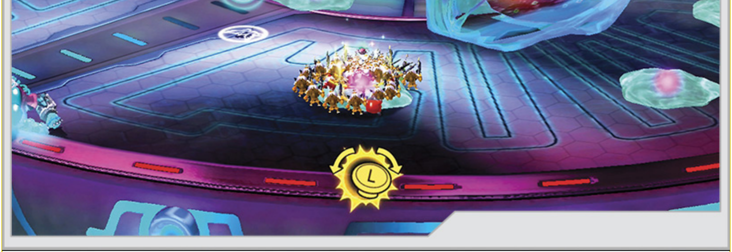
101% Mode: Figure No. 102 Chewgi





This challenge starts you off at a severe numerical disadvantage, with only ten heroes on the team and a lot of threats to fight. Fortunately, a path to an easier victory lies in front of you, and beneath you. Scattered around the arena are multiple points that can be hit with Unite Hammer, revealing GEATH-Remotes; coincidentally, a lot of Dough-Goo appear at the start of the mission. Better yet, the Chew Dough-Goo will keep summoning more of the little guys to recruit.





Fortunately, it's not necessary to hunt for those remotes. So long as you're on point with your use of Unite Spring and Unite Guts, you can put down all of these enemies well within Platinum rank requirements. Still, if you're struggling, it's always an option.

Hard and 101% Hard Mode

SECRET MISSION 004
100
13
766 PTS.
×1.00
+ 200 PTS.
+ 100 PTS.

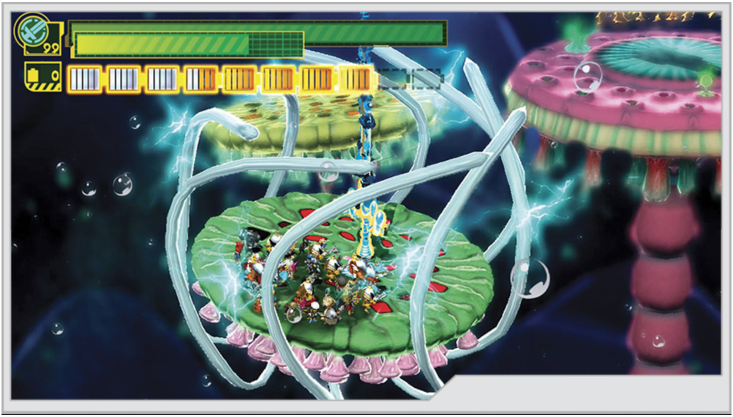
SECRET MISSION 004
100
13

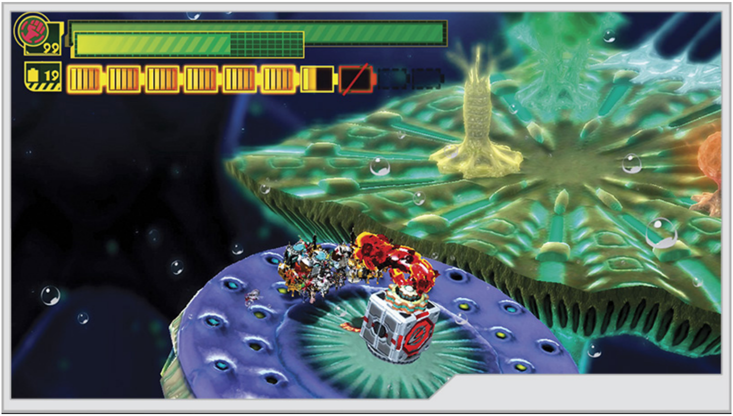
79 PTS.
×1.00
+ 200 PTS.

As you might expect, the higher difficulty settings throw some mean stuff your way on this challenge. You have the same limitations and options available to you, but this time the enemy set is not nearly as easy to fight without building up your forces first. Make sure you have Hero Sense and Hero Time equipped, to help deal with the two Nyerks' laser attacks and the massive numbers of Dough-Goo that four Chew Dough-Goo can summon to the field. Let the Chew Dough-Goos summon a group of troops, then hammer for a GEATH-Remote. It helps to have the Treasure Sensor from the Wonderful Mart to pinpoint their locations.

It's possible to quickly build up an army of 100 troops so long as you stay mobile with the Unite Hammer ability ready to go from the beginning, using Hero Sense and Hero Time to keep ahead of the lasers and Chew Dough-Goo rushes while you find and use the remotes. Once you're ready, you can essentially stand your ground and massacre the small fry with a full-power Unite Sword, only moving in the event that a Nyerk gets close enough that they might absorb you. Of course, this all sounds easy. In practice, a single slip can lead to you taking multiple hits in rapid succession. Be prepared to practice a little before being able to get it right.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	4:40	5:00	5:20	5:40	Normal
Time	4:30	5:00	5:30	6:00	Hard
Time	4:30	5:00	5:30	6:00	101% Hard
Combo	800	700	600	500	Normal
Combo	7000	6000	5000	4000	Hard
Combo	7000	6000	5000	4000	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard





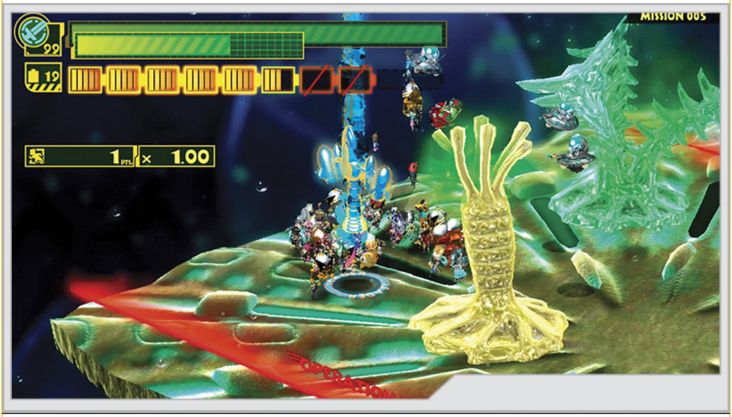
After wrapping up Secret Mission 4, go back to the Mission 3 arena and start crossing the next chasm [6]. This time, some of the platforms are moving. Watch out for tentacles to cut down along the way, as well as the random flights of Drill Cells. One of these platforms has a red supply box containing Wonderful Figure No. 46.

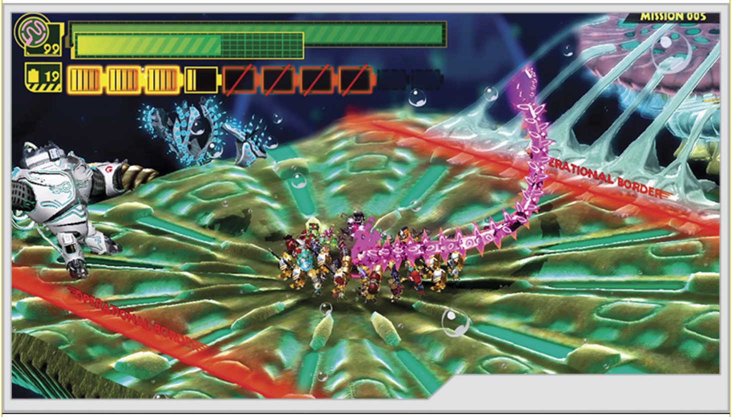
Mission 5

Medal Requirements

Enemies Present (All Difficulties)

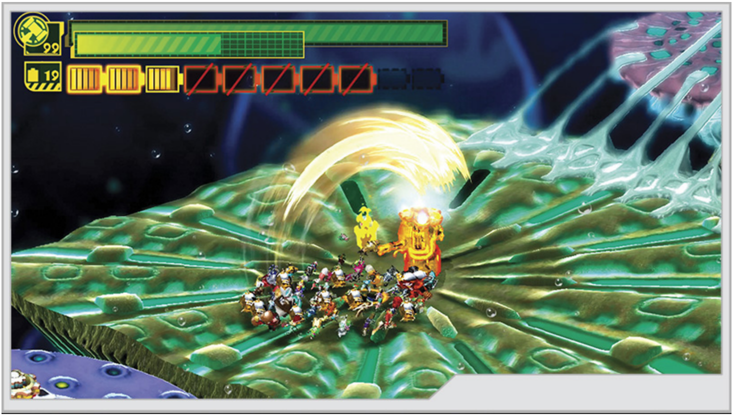
Gedie Dough-Goo, You-Hough x3



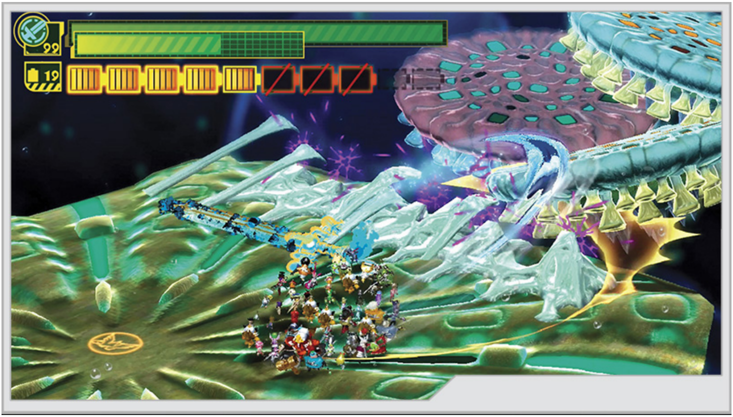


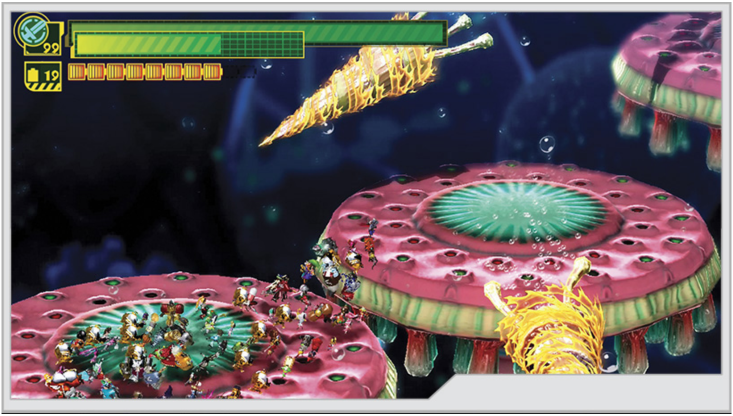
This is a fairly small arena to fight a Gedie Dough-Goo in, and the You-Houghs can be somewhat troublesome. Unite Whip can make pretty short work of the small fry while still letting you tear off the Gedie Dough-Goo's armor, so you don't have to do much in the way of fancy weapon switching.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:40	4:00	4:20	4:40	Very easy
Time	3:40	4:00	4:20	4:40	Easy
Time	3:00	3:20	3:40	4:00	Normal
Time	5:00	5:20	5:40	6:00	Hard
Time	5:00	5:20	5:40	6:00	101% Hard
Combo	200	150	100	50	Very easy
Combo	250	200	150	100	Easy
Combo	1000	800	600	400	Normal
Combo	2500	2000	1500	1000	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

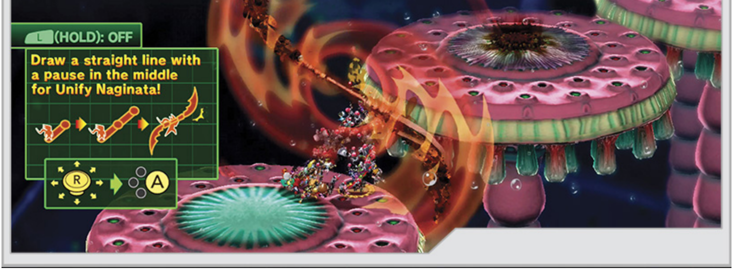


Don't miss out on hammering the center of the Mission 5 platform to receive a Platinum Coin.

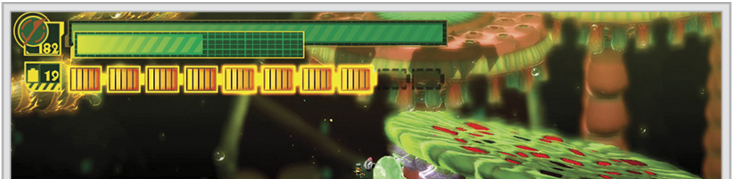


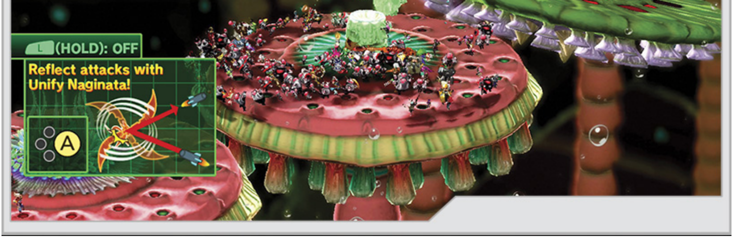


[7] Cut the tentacles to release the platforms and cross the gap. However, as you advance, it looks as though you'll have no answer to the swarms of drill parasites infesting Vorkken.


L (HOLD): OFF
Draw a straight line with a pause in the middle for Unify Naginata!
R
A

Fortunately, Chewgi and the rest of the Guyzoch appear! Use Chewgi's Unify Naginata to slice through the parasite swarm. Out of respect for the Wonderful 100, Chewgi offers the services of the Guyzoch to Wonder-Red, who gladly accepts.



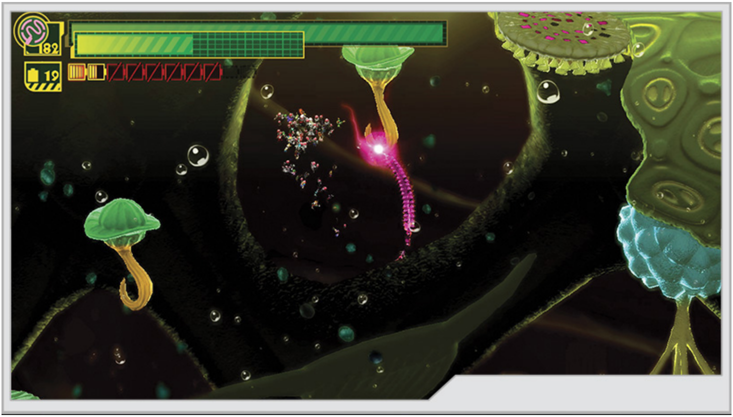


Reflect attacks with Unify Naginata!

[8] As you advance forward, rejuvenate the flower bed on the platform before the Wonderful Toilet to receive GEATHJERK File No. 37. The toilet contains GEATHJERK File No. 38. Keep moving from platform to platform, cutting down drill parasites with the naginata as you go.

Tip

On your first visit here, don't rush through this section! You can earn the Impregnable Achievement by destroying 100 drill parasites with the Unify Naginata.



Once past the drill parasite swarms, you must whip-swing across a part of the chasm.

Mission 6

Medal Requirements

Enemies Present (Very Easy–Normal)

Wave 1: Gurry Doora

Wave 2: Gurry Doora x 2

Enemies Present (Hard–101% Hard)

Wave 1: Gurry Doora

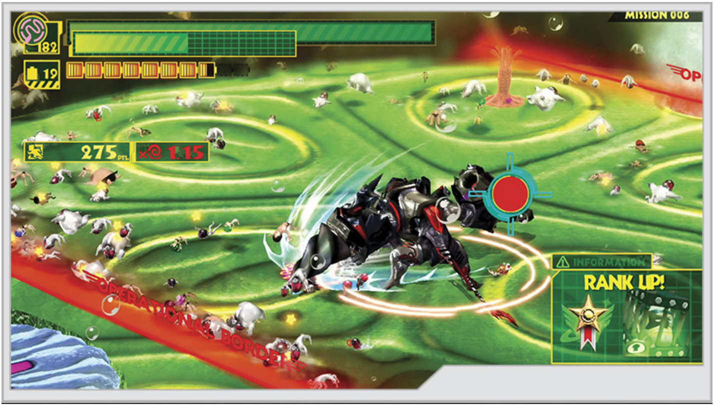
Wave 2: Gurry Doora x2

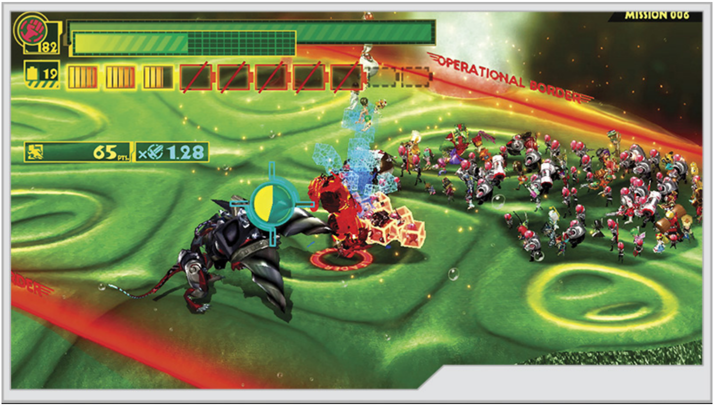
Wave 3: Ankho

Caution

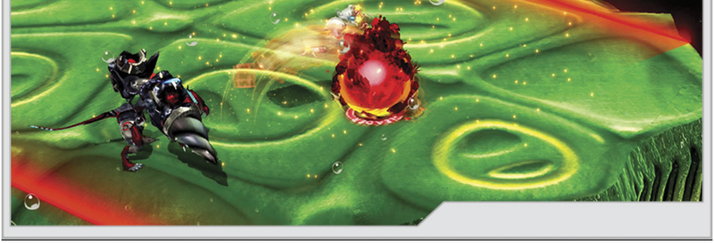
GEATHJERK Encounter: Gurry Doora

The ultimate variant of the Doora combat armor, a Gurry Doora combines the same rapid attack style of the other two variants, while adding a new ability to drill through almost any surface with its regenerating drill bits for hands. Gurry Dooras are known to break contact with the enemy by drilling underground, then surprising unlucky victims by drilling through their defenses from below.

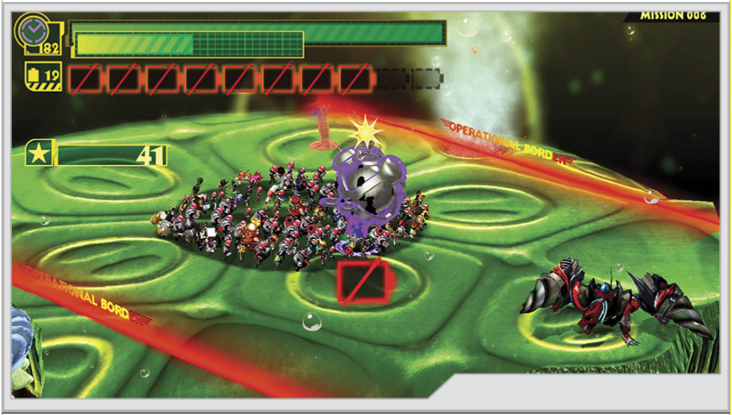




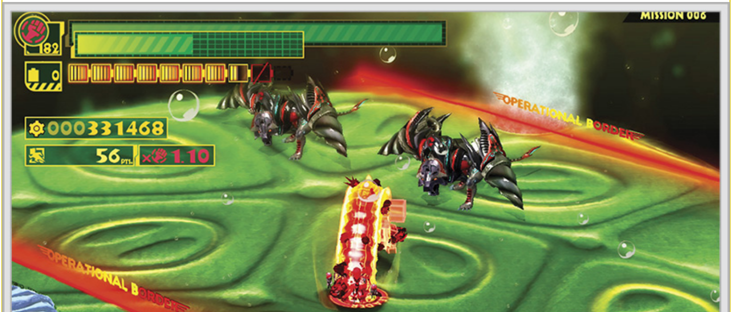
MISSION 006
182
19
OPERATIONAL BORDER
85 PTL.
×1.32

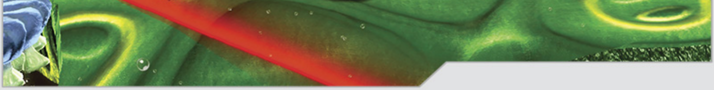


The vast majority of the Gurry Doora's tricks should feel very familiar. Like the Surey Doora, the Gurry Doora is capable of firing its melee weapons at you. Its ability to drill underground is more troublesome, as it protects it from direct harm unless you can strike at the drills whenever they penetrate through the ground, which typically is underneath you. Stay on the move while they are drilling! After a number of drill attacks, the Gurry Doora will shoot out of the ground like a rocket.



While on the surface, it is best to treat a Gurry Doora the same as you would any other Doora. Make use of Unite Bomb to slow it down, then stun it with Team Attacks, and finish it off with juggle combos.





The second wave of this battle throws two more Gurry Dooras at you. This is similar to fighting two Surey Dooras at once save for their drilling ability. Work on slowing them down with Unite Bombs and landing the Team Attack stuns and this fight can be easily managed. Unite Whip is especially adept at giving you range and damage on them during the effects of the Unite Bomb.

Hard and 101% Hard Mode

MISSION 006
203
376 PTS.
×1.24

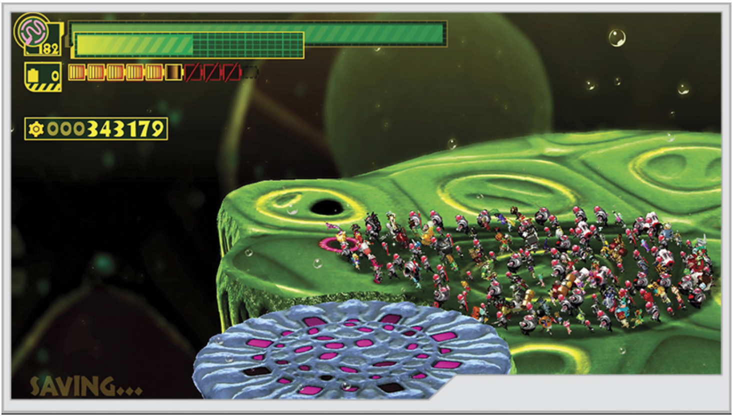
The harder difficulty modes add a third wave to the battle, consisting of a single Ankho.

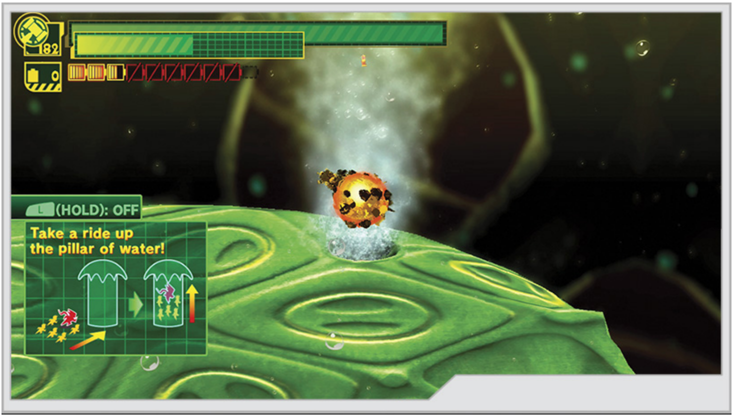
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	4:20	4:40	5:00	5:20	Very easy
Time	4:20	4:40	5:00	5:20	Easy
Time	4:00	4:20	4:40	5:00	Normal
Time	5:20	5:40	6:00	6:20	Hard
Time	5:20	5:40	6:00	6:20	101% Hard
Combo	600	500	400	300	Very easy
Combo	800	600	400	200	Easy
Combo	1000	800	600	400	Normal
Combo	8000	6000	4000	2000	Hard
Combo	10000	8000	6000	4000	101% Hard

Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Tip

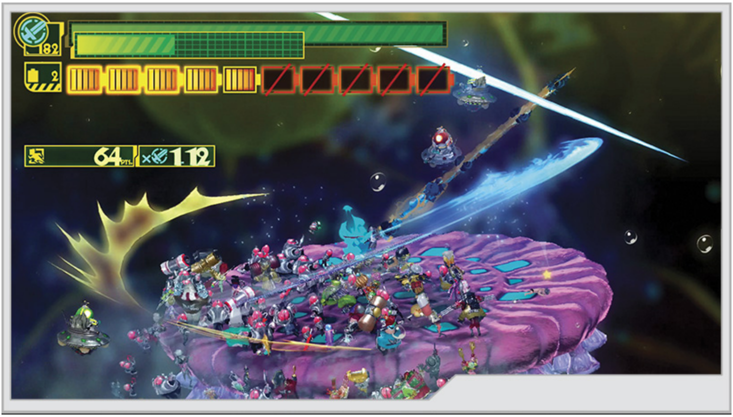
Secret Mission 7 takes place at the Mission 6 location. You'll be alerted when you should return.



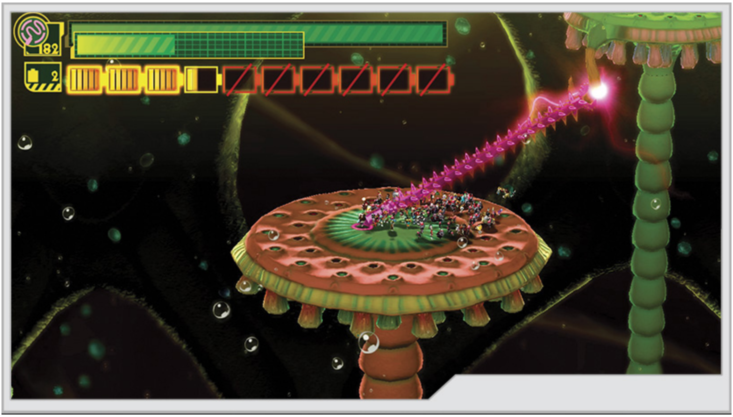


Take a ride up the pillar of water!

On the upper left corner of the Mission 6 platform is another hole to Wonder-Liner into, revealing another Platinum Coin. Next, you can roll into the nearby air vent with Unite Ball and be launched into the air to retrieve a Hero Heart Fragment. Consider switching to Unite Claw in midair so you can use its rapid air slashes to help guide you onto the moving platform [9] to continue forward.



You'll be attacked by several You-Hough along the way, but the battle isn't rated. Deal with them as you see fit.



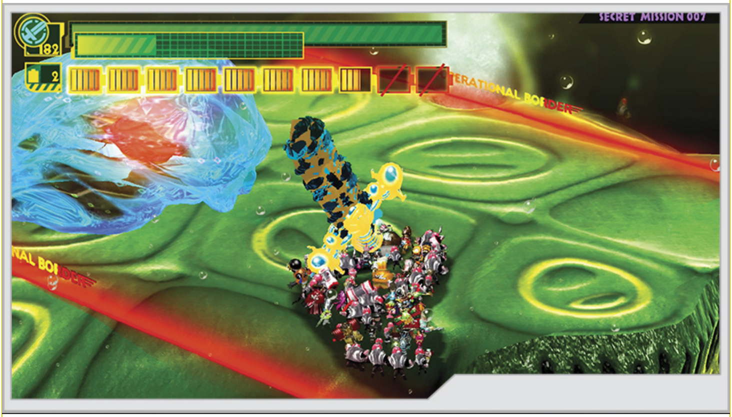
As you continue across this new chasm, you'll encounter a hook you must grab on to with Unite Whip, which will drag the entire platform toward you. You then must board the platform and hammer the yellow button on the far side to straighten it out. Now that you've done this, you can start making the return trip back to the Mission 6 island to start Secret Mission 7.

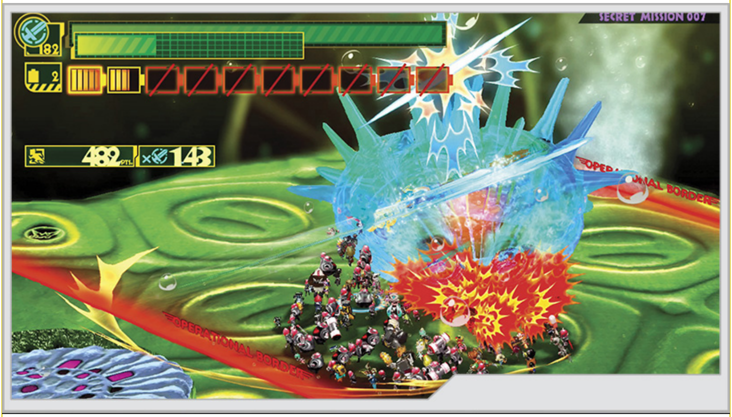
Secret Mission 7

Medal Requirements

Enemies Present (All Difficulties)

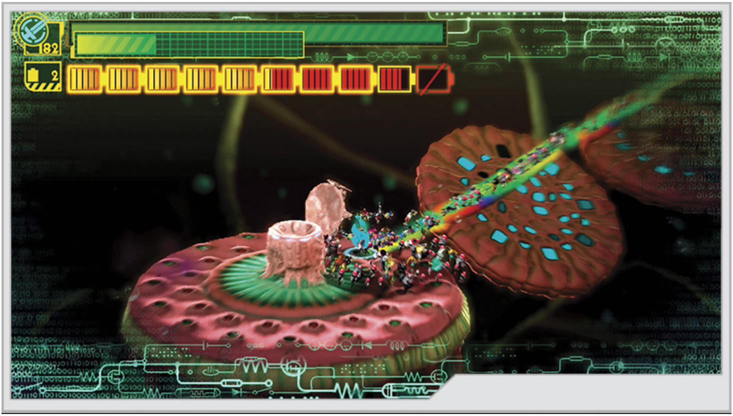
Nyerk





A lone Nyerk teleports in upon your return to the Mission 6 area.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:20	1:40	2:00	Very easy
Time	1:00	1:20	1:40	2:00	Easy
Time	1:20	1:40	2:00	2:20	Normal
Time	1:20	1:40	2:00	2:20	Hard
Time	1:20	1:40	2:00	2:20	101% Hard
Combo	1000	800	600	400	Very easy
Combo	1200	1000	700	500	Easy
Combo	1000	800	600	400	Normal
Combo	1800	1400	1000	600	Hard
Combo	2000	2600	1200	800	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



[10] Returning to the platform you can move with Unite Whip and Unite Hammer, you can reach another small island with a Wonderful Toilet containing Wonderful Figure No. 62. The next two islands after that are rotating in the air, requiring you to time your jumps across them lest you get dumped into the abyss. However, the next two islands also have GEATHJERK File No. 49 and a Platinum Coin, in that order. Collect these easily by extending a Wonder-Liner out to them.

Mission 8

Medal Requirements

Enemies Present (Very Easy–Normal)

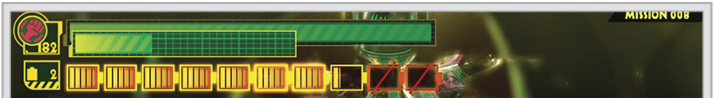
Wave 1: Diedough-Goo, Tiekuu

Wave 2: Surey Doora x2

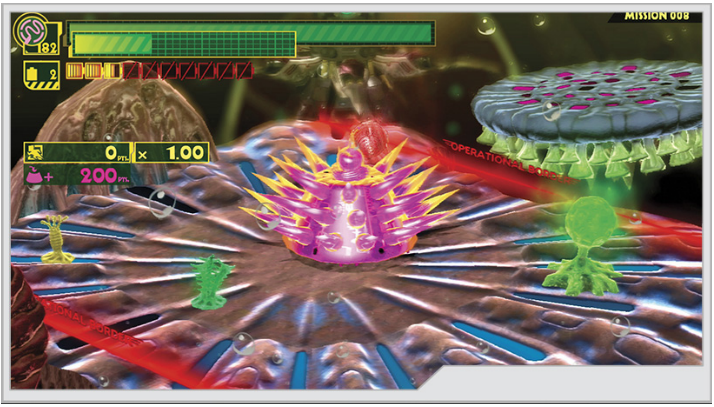
Enemies Present (Hard–101% Hard)

Wave 1: Diedough-Goo, Tiekuu

Wave 2: Hah-Gonay x2



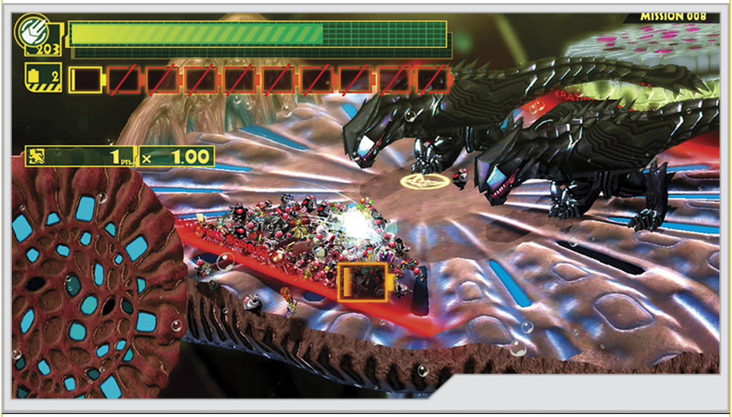
174 PTS.
× 1.08
OPERATIONAL BORDER



MISSION 008
82
2
502 PTS.
× 1.42
TIONAL BO

The first wave is fairly simple to manage: stay on the move to throw off the Tiekuu's aim, and use its cannon shots against it with Unite Whip, Gun, or Guts. You can also use these shots against the Diedough-Goo. Control the second wave of two Surey Dooras easily enough with a large Unite Bomb, which can cover almost the entire platform.

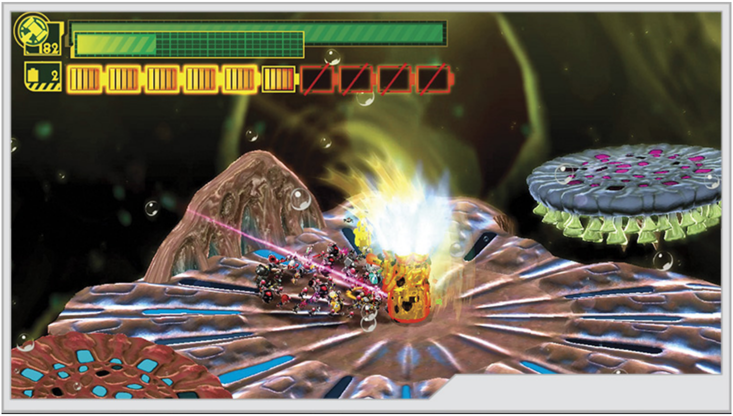
Hard and 101% Hard Mode

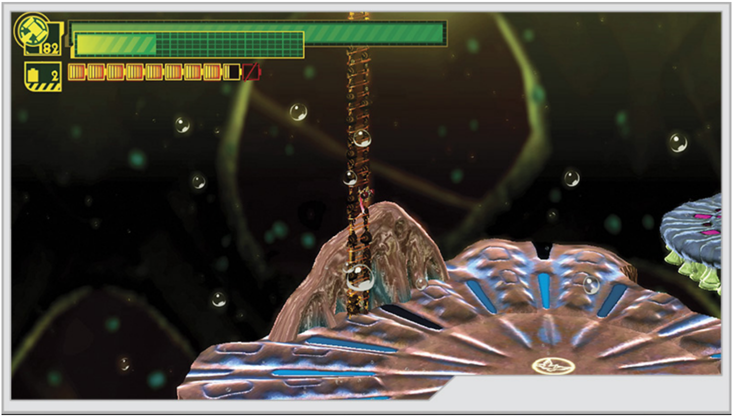


The second wave is changed to feature two Hah-Gonay. This fight can be surprisingly rough if you don't read their attacks well. Try to Unite Guts the attacks that you can to score a stun, add a Unite Bomb large enough to encompass both machines, and work on taking out the stunned Hah-Gonay.

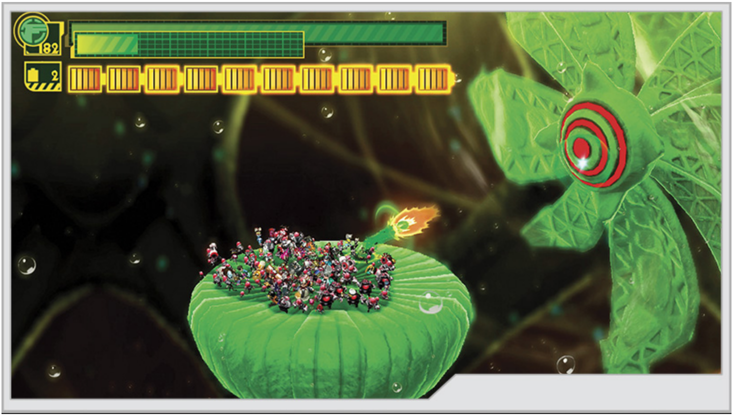
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:20	5:40	6:00	6:20	Very easy
Time	5:20	5:40	6:00	6:20	Easy
Time	3:40	4:00	4:20	4:40	Normal
Time	3:40	4:00	4:20	4:40	Hard
Time	3:40	4:00	4:20	4:40	101% Hard
Combo	1000	800	600	400	Very easy
Combo	1200	1000	800	600	Easy
Combo	2500	2000	1500	1000	Normal
Combo	8000	6000	4000	2000	Hard
Combo	12000	9000	6000	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal

Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





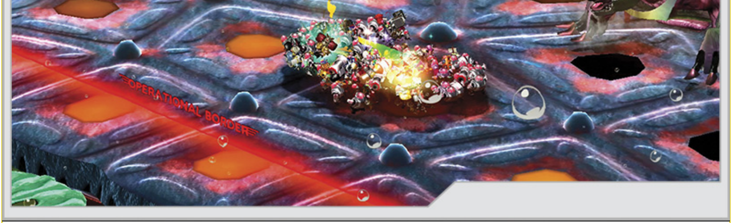
Hammer the center of the Mission 8 island for Wonderful Figure No. 21. Additionally, you can use the short wall on the island's side to extend a Wonder-Liner up to another platform. Open the black supply box there to nab Wonderful Figure No. 18.

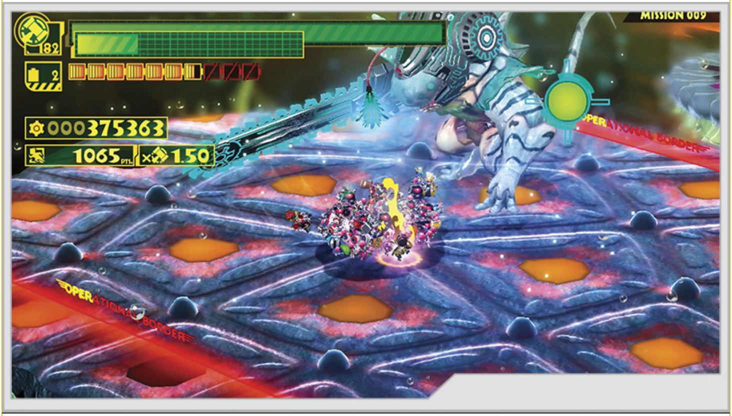


The next chasm is guarded by green flowerlike entities [11]. If you shoot them with Unite Gun, they will become platforms you can use to reach the next island.

Mission 9
Medal Requirements
Enemies Present (Very Easy–Normal)
Wave 1: Megang x2
Wave 2: Ankho
Enemies Present (Hard–101% Hard)
Wave 1: Megang x2
Wave 2: Ankho x2

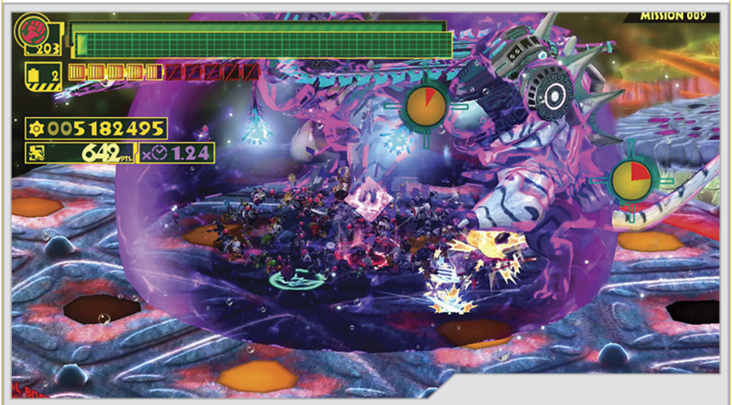
MISSION 009
82
2
180 PTS.
x 1.40
OPERA





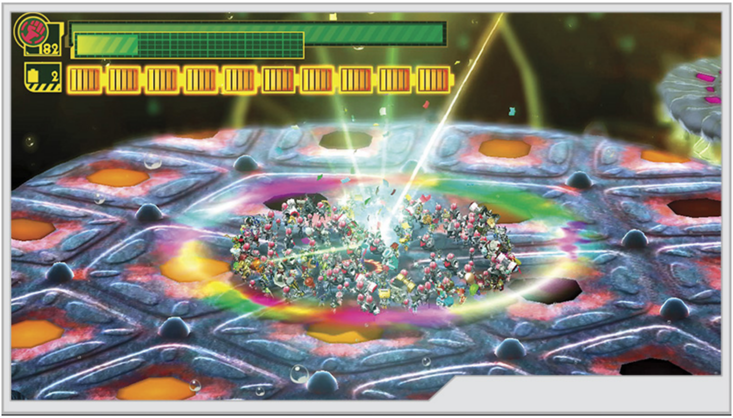
Two Megang start off Mission 9, with an Ankho arriving as the second wave.

Hard and 101% Hard Mode

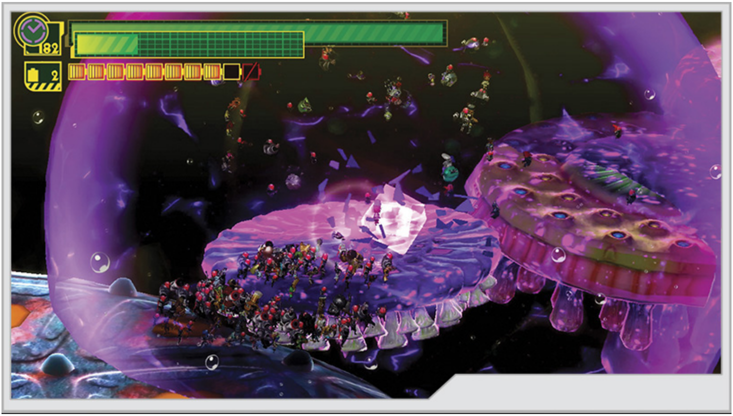


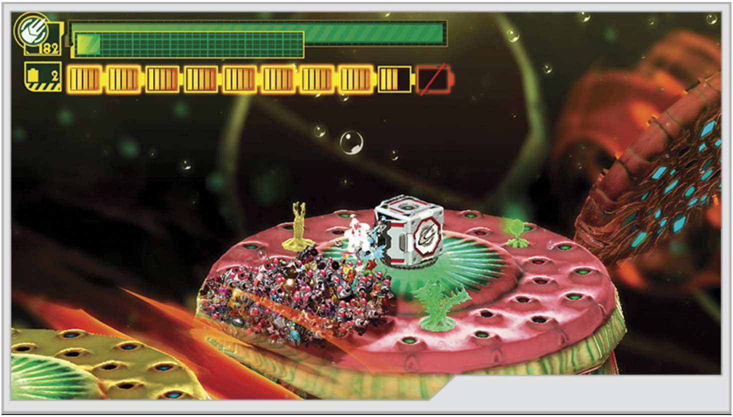
The second wave on the later difficulties throws two Ankho at you. You can control them fairly easily with a single Unite Bomb. If you are fast, you can catch them from behind as they spawn in, giving you free access to their backs while the Unite Bomb slows them down.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	4:00	4:20	4:40	5:00	Very easy
Time	4:00	4:20	4:40	5:00	Easy
Time	4:00	4:20	4:40	5:00	Normal
Time	4:40	5:00	5:20	5:40	Hard
Time	4:40	5:00	5:20	5:40	101% Hard
Combo	1600	1200	800	400	Very easy
Combo	2000	1500	1000	500	Easy
Combo	3000	2500	2000	1500	Normal
Combo	6000	4000	2000	1000	Hard
Combo	8000	6000	4000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

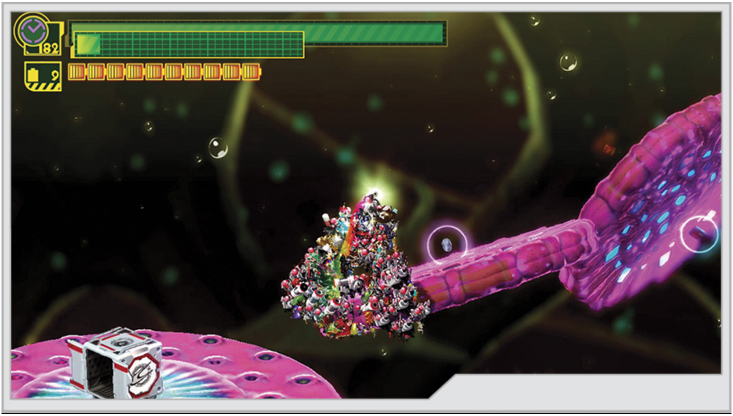


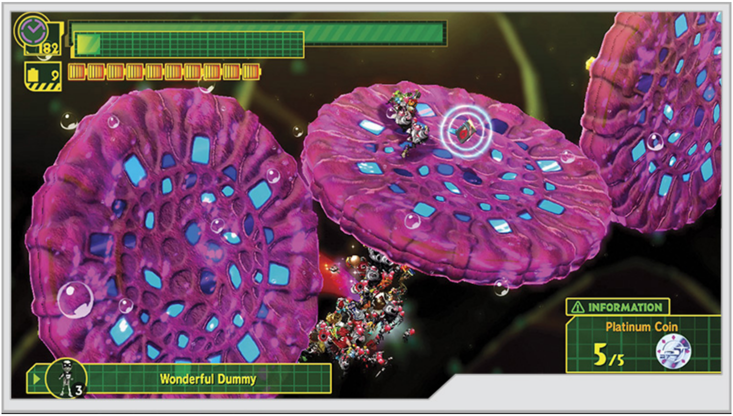
Wrap a Wonder-Liner around the center of the Mission 9 island to receive GEATHJERK File No. 30.



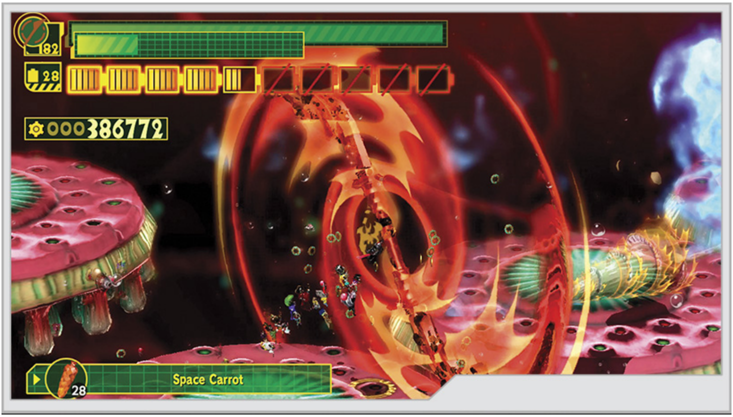


The next sets of platforms [12] are moving so fast that you can't land on them unless you slow them down with Unite Bomb. You'll eventually find a white supply box with a Platinum Coin inside.





Beyond the supply box are more platforms. Slow these down with Unite Bomb [13]. As they rotate in slow motion, you can see that the first two platforms have a Platinum Coin and GEATHJERK File No. 50. Keep moving until you reach another island that promptly dumps your team deeper inside Vorkken's body [14].



[15] The Unify Naginata is required to destroy the oncoming drill parasites to make it to Mission 10.

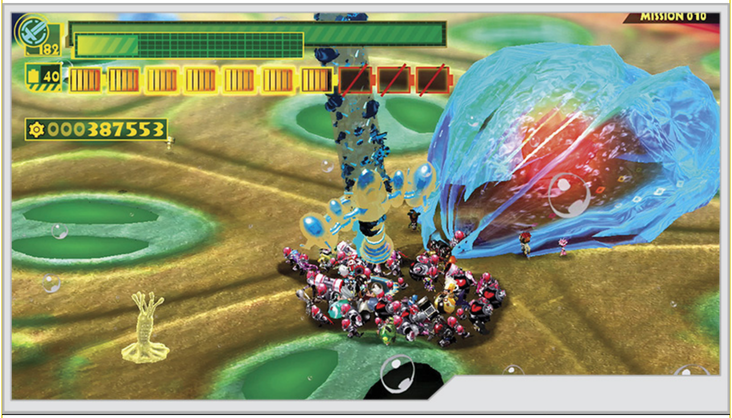
Mission 10

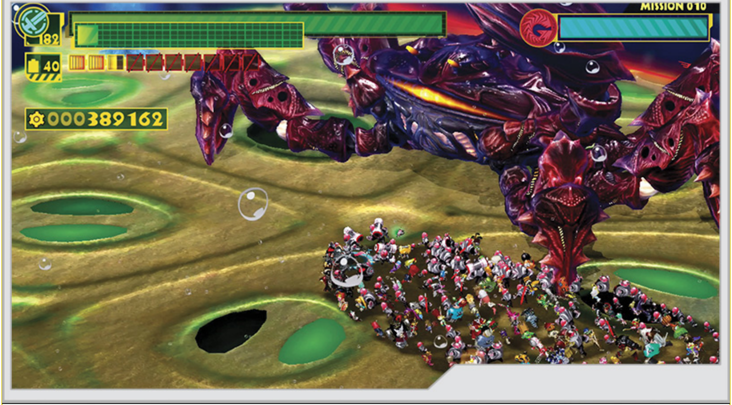
Medal Requirements

Enemies Present (All Difficulties)

Wave 1: Nyerk

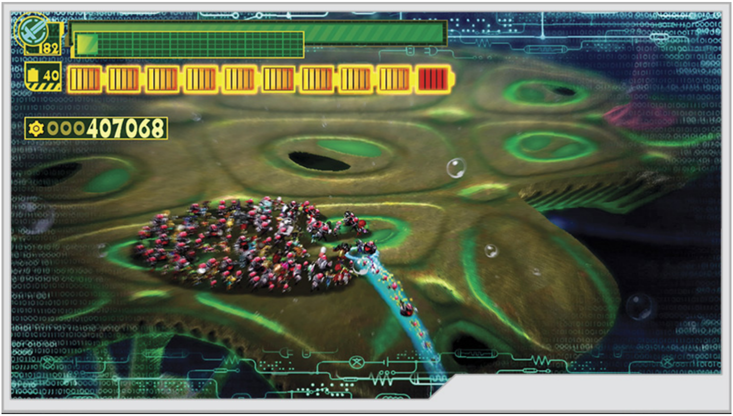
Wave 2: Deah-Kani

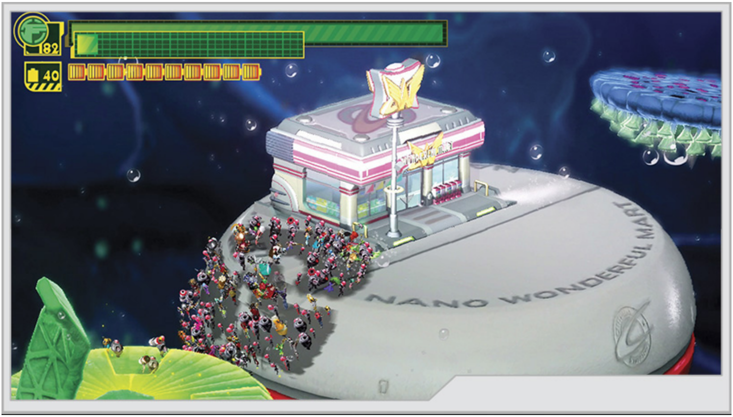




Alone, neither the Nyerk nor the Deah-Kani is particularly threatening. You have a large team at your disposal, which can make dealing with the Nyerk a swift affair. If you're feeling gutsy, you can try to Unite Camp at the far north corner of the island after destroying the Nyerk to build up some silver Unite Gauge as the Deah-Kani teleports into place, taking advantage of its slow turn speed.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	4:00	4:20	4:40	5:00	Very easy
Time	4:00	4:20	4:40	5:00	Easy
Time	4:00	4:20	4:40	5:00	Normal
Time	4:40	5:00	5:20	5:40	Hard
Time	4:40	5:00	5:20	5:40	101% Hard
Combo	3500	2500	1500	500	Very easy
Combo	4500	3500	2500	1500	Easy
Combo	7000	6000	5000	4000	Normal
Combo	8000	7000	6000	5000	Hard
Combo	9000	8000	7000	6000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





Don't run for the Wonderful Mart just yet! The southern edge of the arena has a small hole you can Wonder-Liner into for Wonderful File No. 24. Now you just need to blast the flower creatures with Unite Gun to make platforms leading to the Wonderful Mart and the end of Operation 007-A.

Operation 007-B

The nano-bioweapon that is tearing Vorkken apart from the inside might have the size advantage for now, but with the Nano-Accel wearing off, the Wonderful 100 are increasing in size by the second, leaving them precious little time to destroy the monstrous weapon before it's too late. Fortunately, P-Star is equipped with what you need to cure this plague.

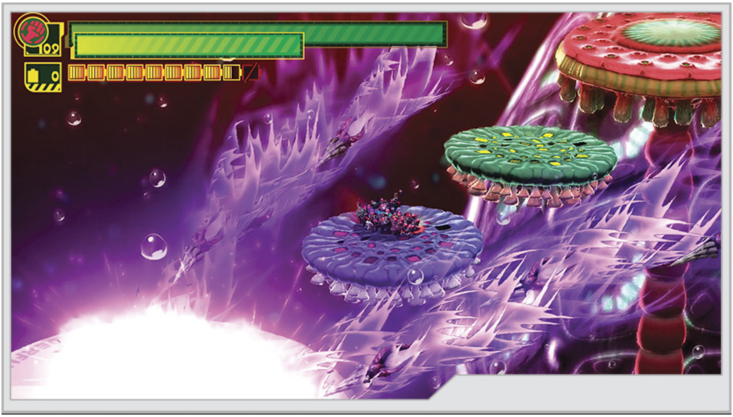
Medal Requirements

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	12:00	14:00	16:00	18:00	Very easy
Time	12:00	14:00	16:00	18:00	Easy
Time	12:00	14:00	16:00	18:00	Normal
Time	12:00	14:00	16:00	18:00	Hard
Time	12:00	14:00	16:00	18:00	101% Hard
Combo	12000	10000	8000	6000	Very easy
Combo	12000	10000	8000	6000	Easy
Combo	12000	10000	8000	6000	Normal
Combo	20000	18000	16000	14000	Hard
Combo	22000	20000	18000	16000	101% Hard
Damage	0	1000	2000	4000	Very easy
Damage	0	1000	2000	4000	Easy
Damage	0	1000	2000	4000	Normal
Damage	0	2000	4000	8000	Hard
Damage	0	2000	4000	8000	101% Hard

Enemies Present (All Difficulties)

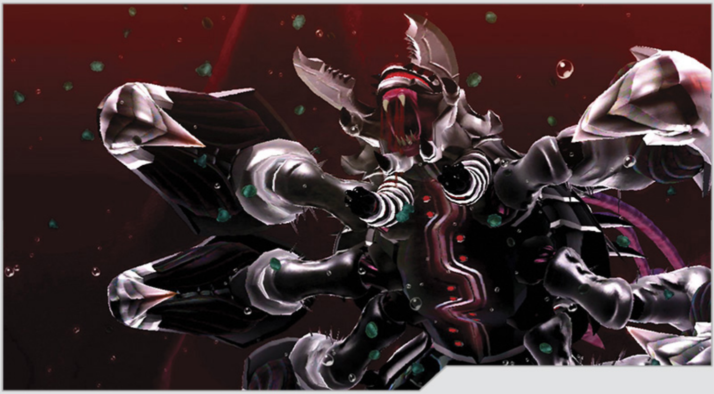
Vaaiki

Phase One

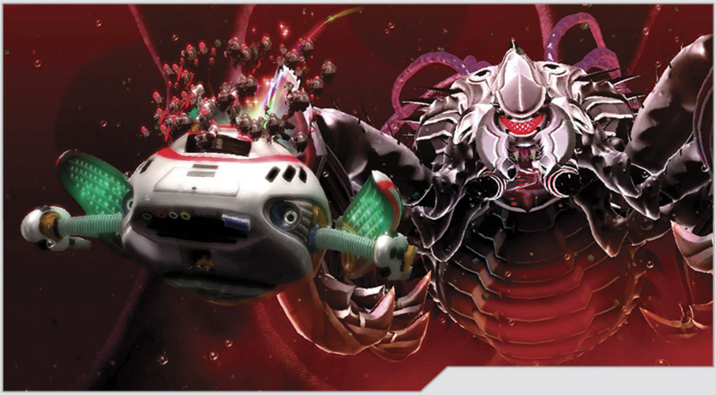


As soon as you start the mission, jump forward to the next platform. A barrage of missiles destroys the Wonderful Mart capsule, and more will keep destroying all the platforms until you finally see the nano-bioweapon come into view.

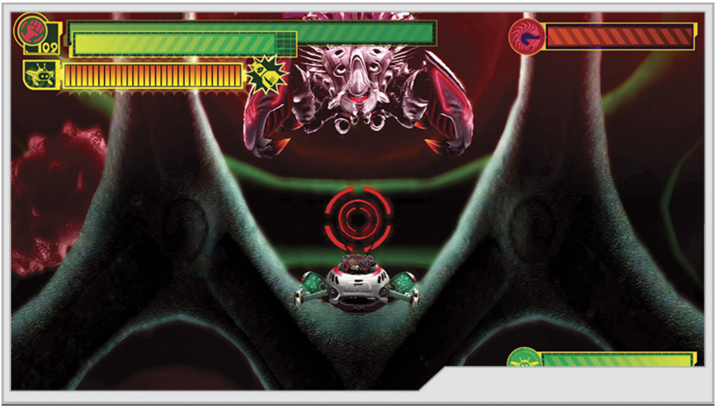
GEATHJERK Encounter: Vaaiki

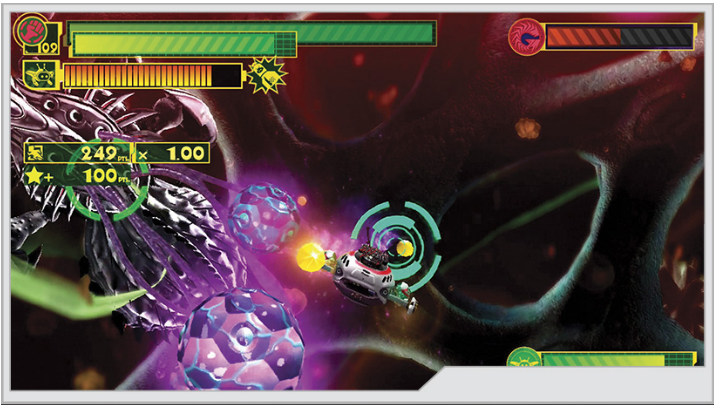


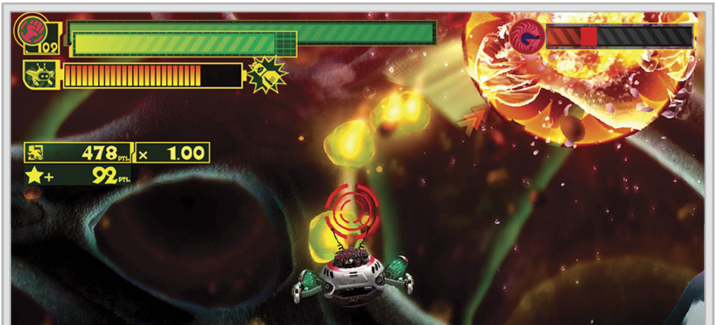
The most effective bioweapon yet produced by the GEATHJERK, Vaaiki specializes in assassinating specific targets. The GEATHJERK are able to slip Vaaiki into unsuspecting high-value targets, and the havoc caused by their excruciating deaths can shatter morale or cause entire armies to lose their focus and coordination without their commanders.

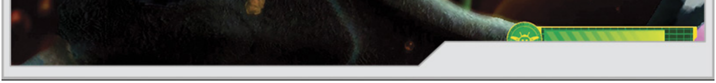


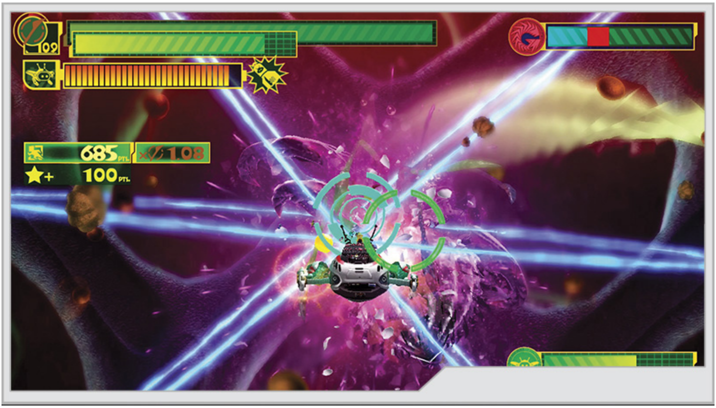
After a revealing conversation with P-Star, Wonder-Jump to avoid the missiles and land atop the rapidly growing robot helper. After switching the team to Unlimited Form, Wonder-Red takes control of P-Star and engages the Vaaiki.





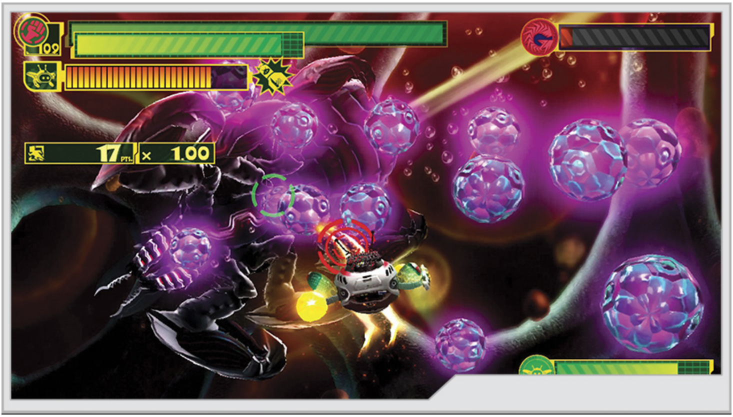




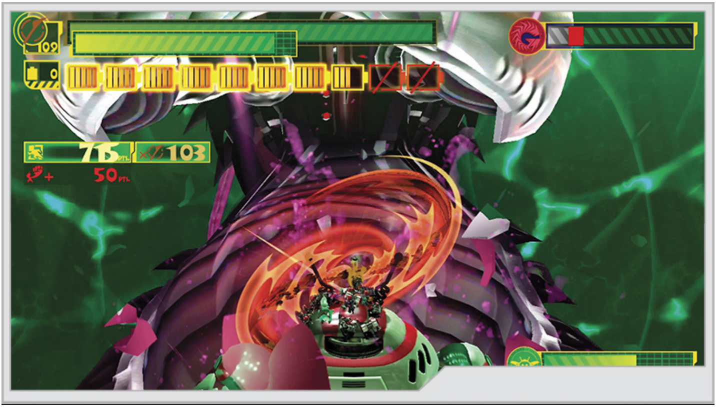


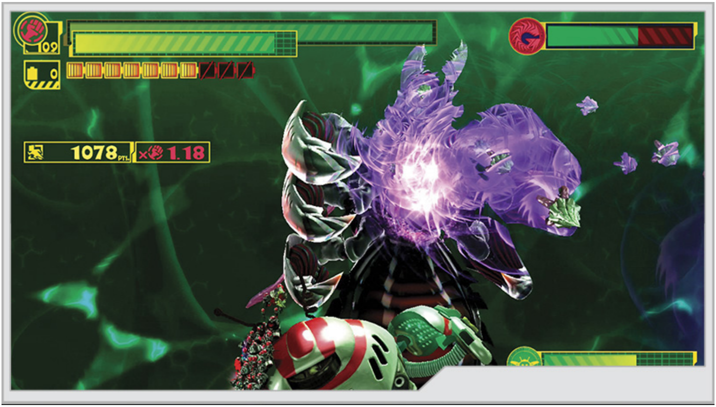
Now flying around inside of Vorkken with P-Star, you must take care to avoid damage as much as possible. In addition to your own health meter, P-Star has his own, and he can take only so much damage before the mission is a failure.

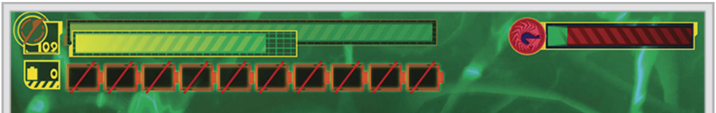
The first part of this battle has you flying around a large spherical arena, chasing down the Vaaiki and evading its various projectiles. It will fire purple missiles that you must evade and yellow globs of slime that will temporarily paralyze you. Next, it sets up a ramming attack if you do not break free fast enough. You can use the Evade command illustrated by the short tutorial to roll away from attacks, or reflect them by not moving P-Star in a given direction while using the Evade. Also be on the lookout for Vaaiki to shoot out an omnidirectional series of shock waves.

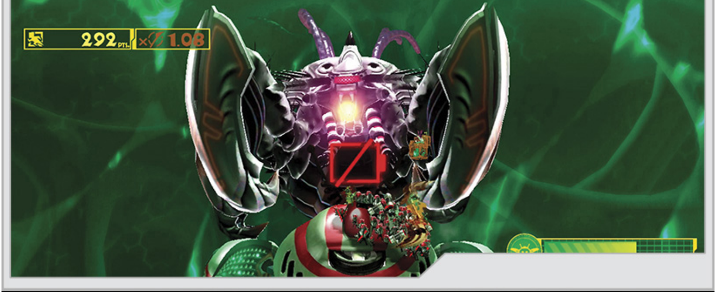


Keep up the chase as best you can, blasting the Vaaiki with your guns, using missiles as your Unite Gauge allows. While the Vaaiki flees you, it will also drop off purple mines that you need to avoid. If you somehow lose visual contact with the beast, follow the orange arrow icon that will appear at the edges of the screen.







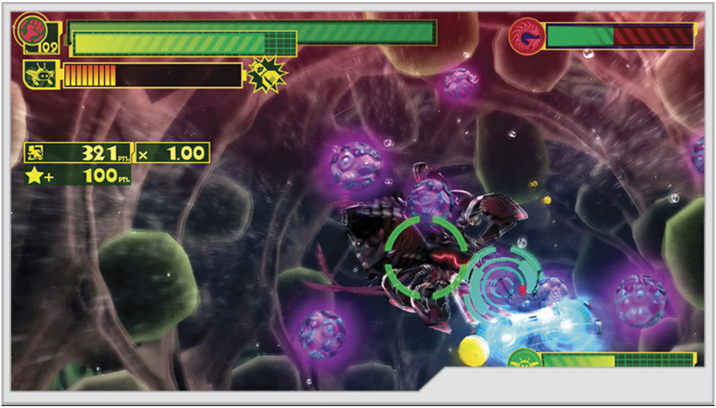


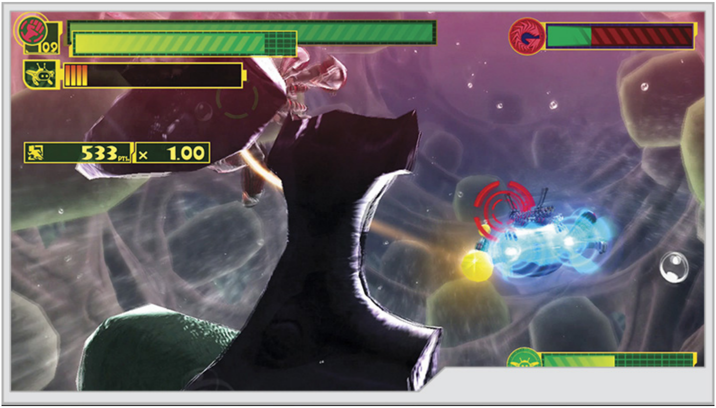
After striking the Vaaiki with enough missiles, it will be trapped inside a green barrier that you must fly into. Once inside, the controls for P-Star change slightly. You're now locked on facing the Vaaiki, and any direction you press the left analog stick in will rotate you around the Vaaiki in that direction. You no longer can use missiles, but you can use Unite Morphs again. The Vaaiki will eventually break free; pile on the damage as best you can.

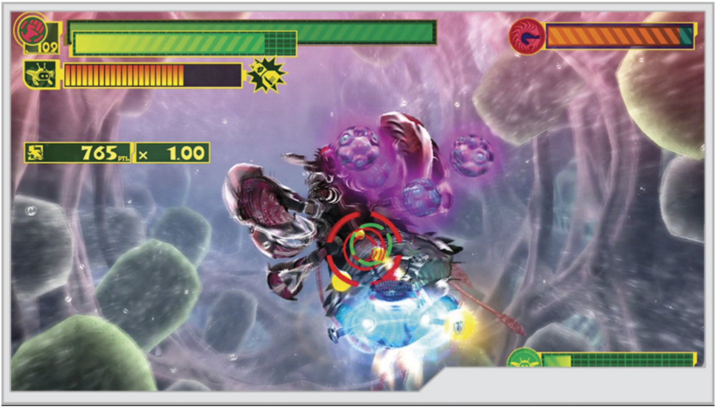
During these moments where it is trapped, the Vaaiki is far from defenseless, spewing swarms of missiles (that you can blocked with Unify Naginata) or more of the purple mines in various patterns. It can also lash out with its claws, though you can block them with Unite Guts.

Depending on your difficulty setting, it could take only one round of the Vaaiki being trapped, or it could take multiple cycles of being trapped before you completely drain its health.

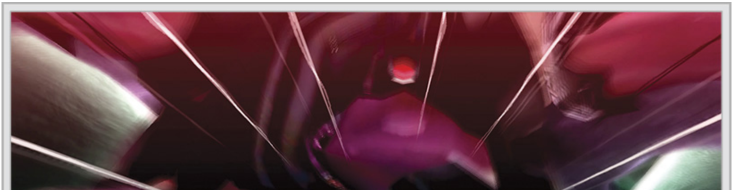
Phase Two

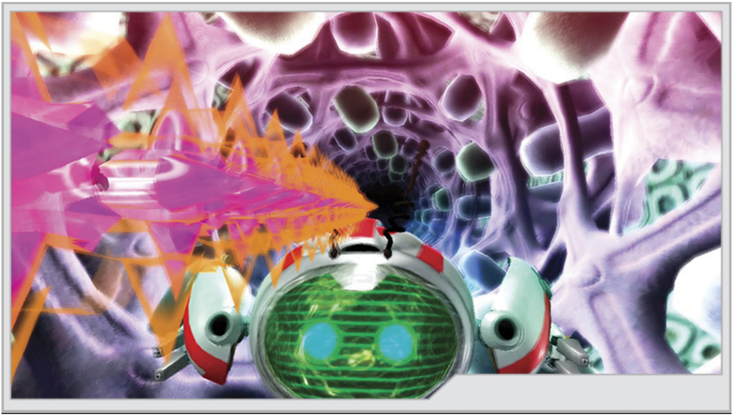






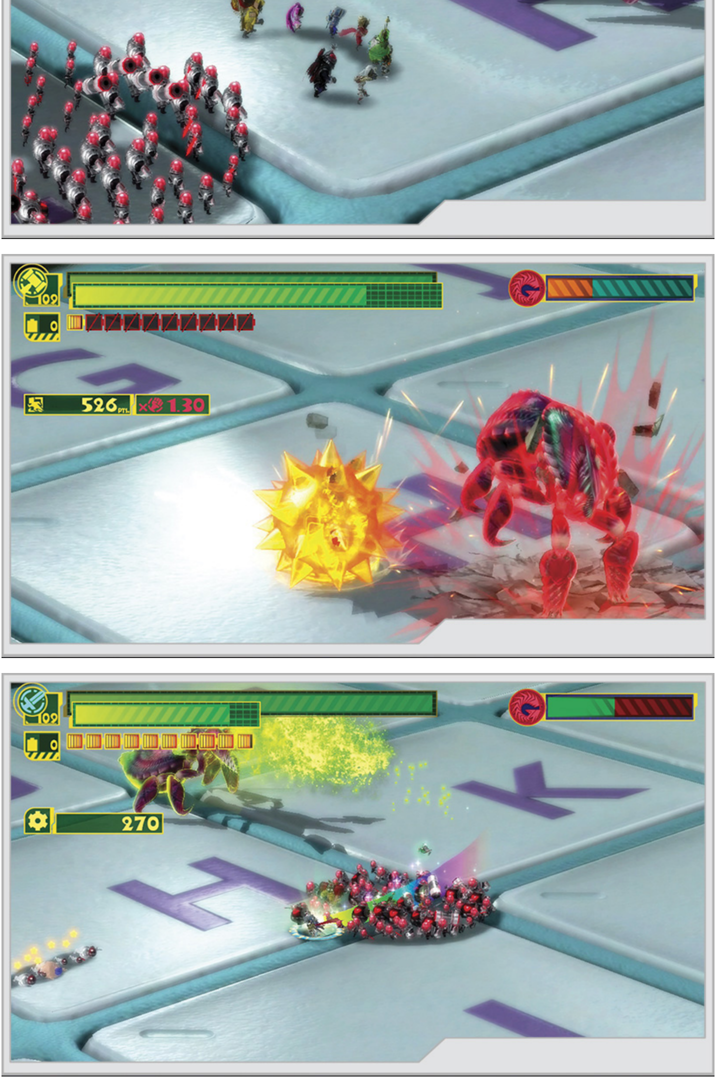
The Vaaiki will start to retreat out of Vorkken once you drain its first set of health bars. You must guide P-Star around any missiles or mines it leaves behind, while also avoiding the debris from the tunnel walls that the Vaaiki churns up in its wake. Keep firing your guns and missiles every chance you get! Eventually you will trap the bioweapon once again and be able to pound it with your Unite Morphs.



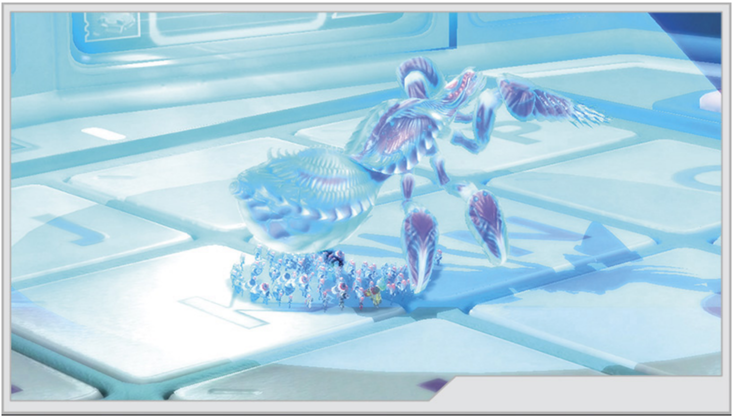


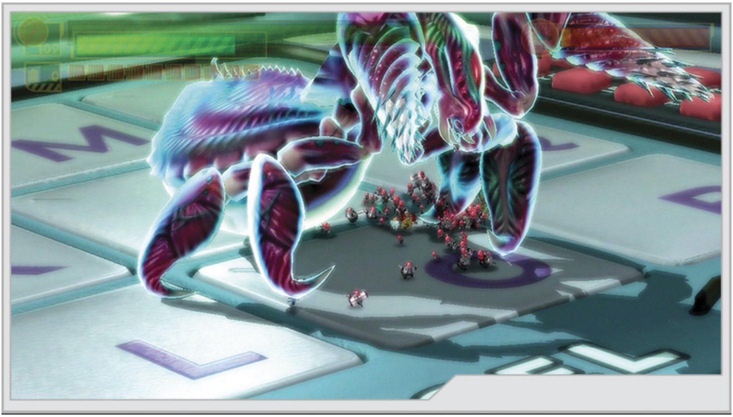
After you deal with the second set of health bars, you are prompted to use Unite Claw to rip the beast wide open to gain access to its core. It responds with a missile barrage that you must block with Unify Naginata. The aftermath of your counterattack sends the Vaaiki fleeing from Vorkken, but Unite Whip helps keep the group on its heels. The battle continues inside Professor Shirogane's lab.

Phase Three



The team and the Vaaiki land on top of Professor Shirogane's computer keyboard. While it no longer has total access to abilities it had inside Vorkken, the Vaaiki is still a threat. It can use its claws for a variety of melee attacks, spit deadly acid, or even fire a laser beam. It is possible to stun the Vaaiki with Team Attacks and slow it with Unite Bombs, both of which are excellent at helping put this monster down as quickly as possible.

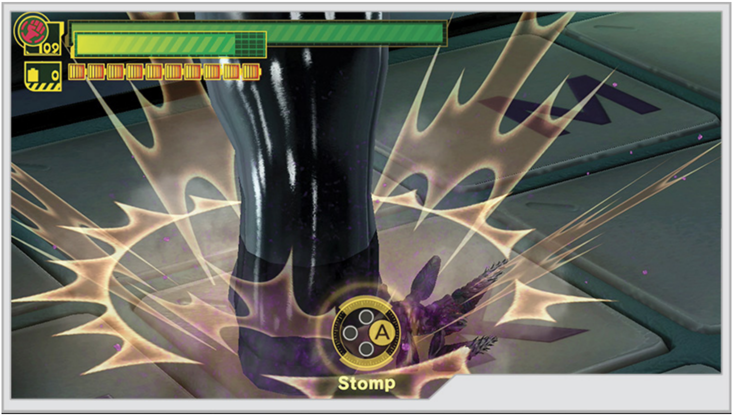




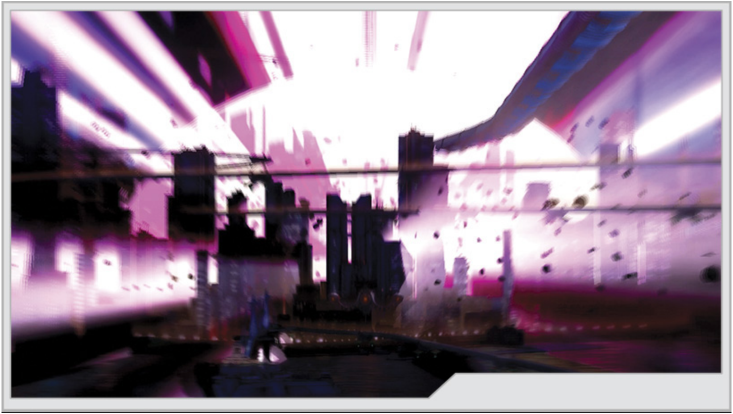
There is another factor at play during this final phase of the battle. When the camera zooms out to show you the whole keyboard, watch for a key to suddenly rise up slightly. You must beat the Vaaiki to that key; otherwise it will absorb Shirogane's growth beam and increase in size dramatically. If you get there first, you'll grow tall enough to step on the hapless bug. The growth effect is not permanent, so if the Vaaiki beats you to it, don't fret and keep up the assault using all means at your disposal.

Tip

If you manage to complete this phase of the battle without ever letting the Vaaiki grow large, you can earn an achievement: The Harder They Fall!

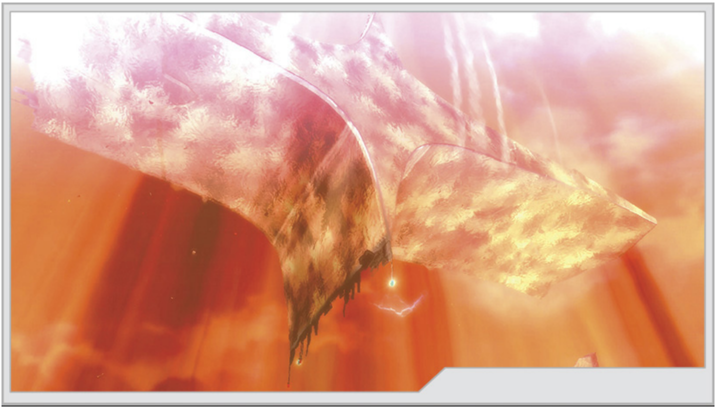


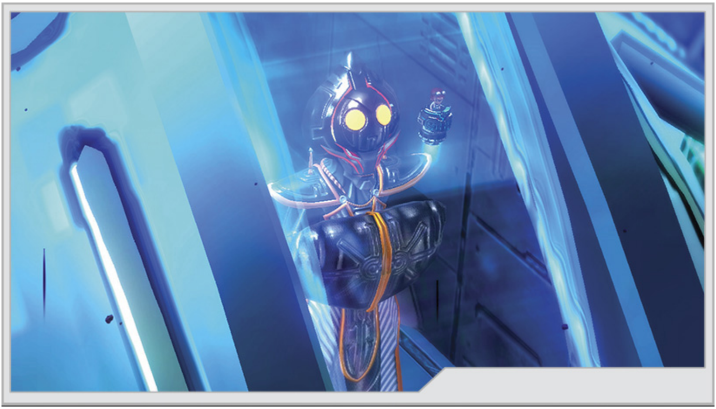
After dealing enough damage to the Vaaiki, the Nano-Accel finally wears off, and the team starts to grow to their original size permanently. Put the final few stomps to the Vaaiki to bring this battle to an end. Operation 007 is complete, and Vorkken is saved...



...but with Margarita compromised worldwide, it may not matter.

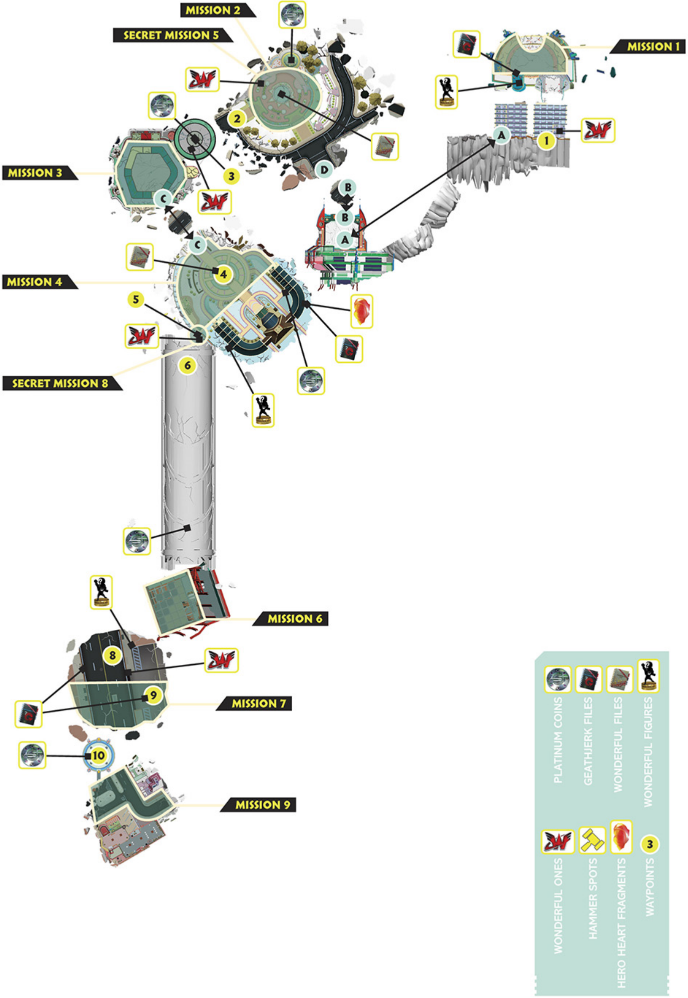
Operation 008: Blossom City—State of Emergency

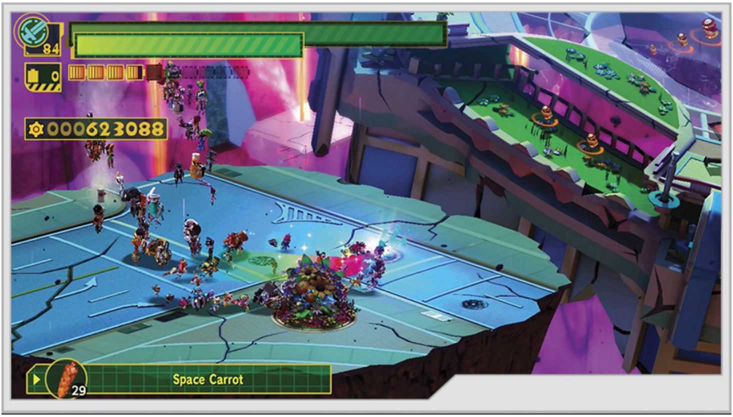




Despite the best efforts of the Wonderful 100, the GEATHJERK have finally managed to strike a crippling blow to the Earth's defenses. Margarita is weakening by the second, and as it weakens, gaps in the shield are appearing all over the planet. The largest breach is directly over Blossom City, and the Jerks have managed to bore directly into the CENTINELS' nerve center, Mother Platinum. Earth's last hope, the Shirogane Comet, rides on the survival of Mother Platinum. If it falls, the war is lost. Wonderful 100 must fight through a shattered Blossom City and hopefully turn the tide. The stakes have never been higher, Wonderful Ones!

Operation 008-A





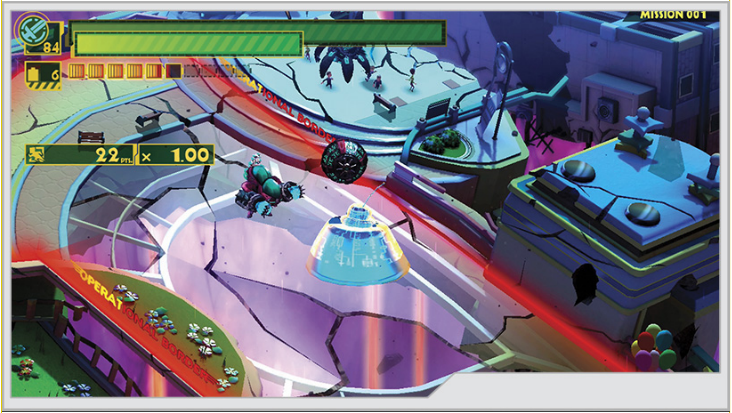
You start on top of a floating island made from a shattered street intersection. Rejuvenate the nearby flower bed for some food, then jump over to the larger island next door to begin Mission 1. It's a short jump, but keep in mind that every landmass you come across in this operation is suspended thousands of feet in the air, and a careless misstep will cost you health.

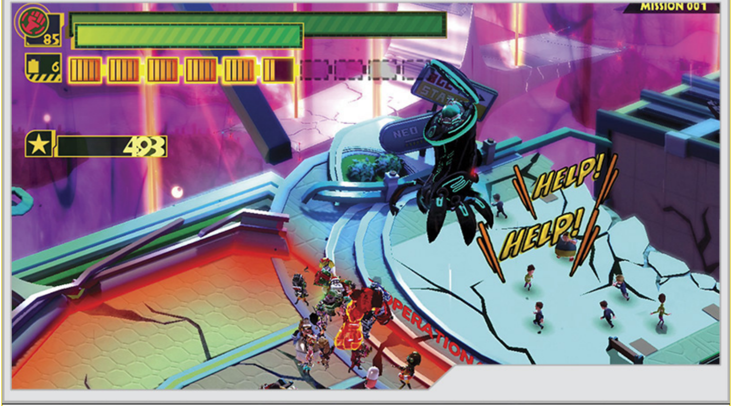
Mission 1

Medal Requirements

Enemies Present (All Difficulties)

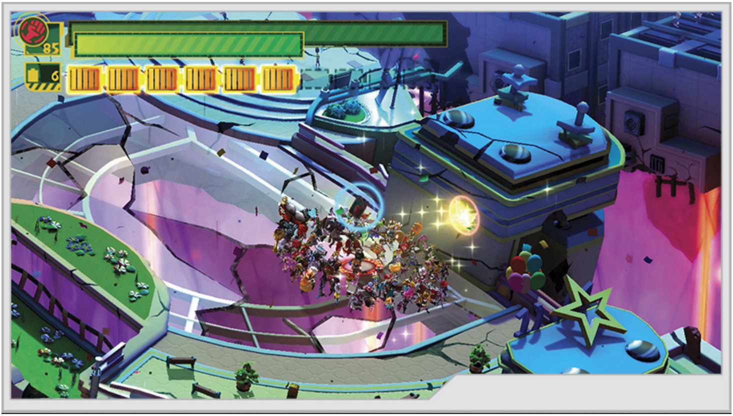
Kuzzler, Chew Dough-Goo, Dough-Goo

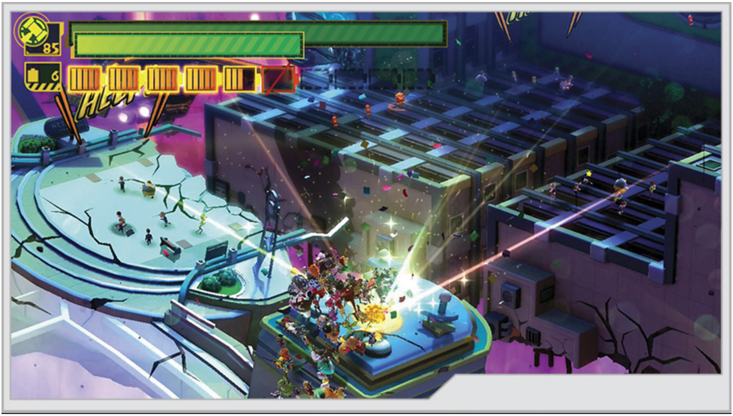




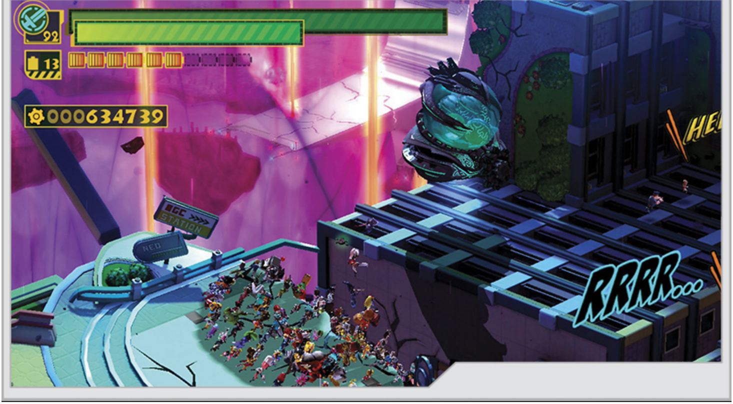
Make this mission a lot easier on yourself by killing the Chew Dough-Goo immediately. A Unite Bomb can slow it and the Kuzzler down, with the added bonus of temporarily delaying the Chew Dough-Goo from summoning any Dough-Goo. With it gone, focus on stunning the Kuzzler with Team Attacks, then finishing it off with an extended combo to help meet the Platinum requirements.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:00	2:20	2:40	3:00	Very easy
Time	2:00	2:20	2:40	3:00	Easy
Time	1:20	1:40	2:00	2:20	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	2:00	2:20	2:40	3:00	101% Hard
Combo	100	80	60	40	Very easy
Combo	120	100	80	60	Easy
Combo	300	200	100	50	Normal
Combo	800	600	400	200	Hard
Combo	1000	800	600	400	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

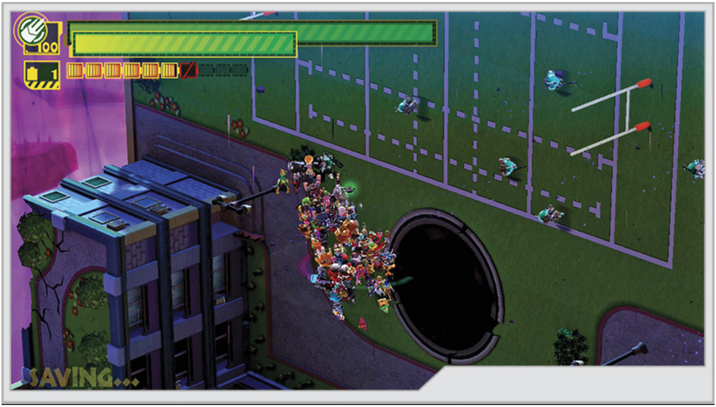


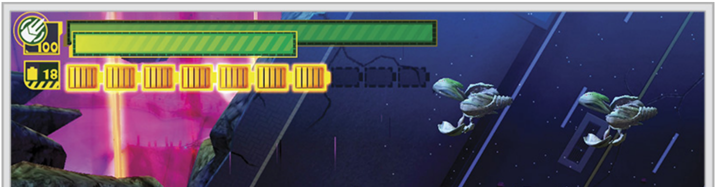


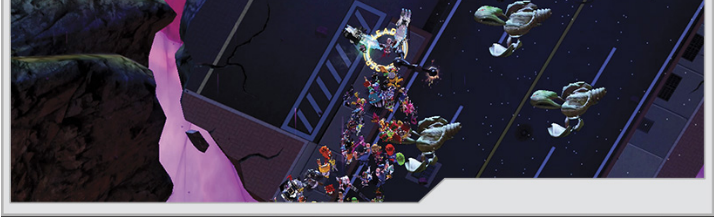
Before leaving the Mission 1 area, don't miss out on some collectibles. One of the small structures has a hole you can Wonder-Liner into for GEATHJERK File No. 33. The roof of that building can also be hammered for Wonderful Figure No. 50.

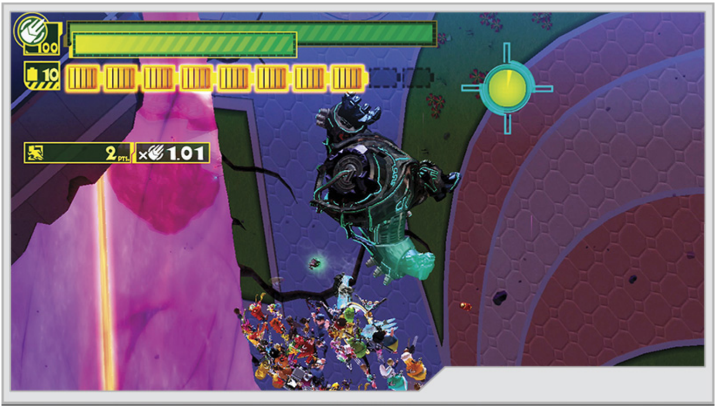


Jumping over from the Mission 1 island, you can twist open the Gatcha to free Wonder-Death.









[1] You'll have to scale the wall near the Gatcha to continue the operation. As you climb along the wall, following it to the right and jumping from section to section, you'll be attacked by Dough-Goo and Mini-Dahkarts, and at one point a Diedough-Goo. These battles are not rated, so if you're in a hurry, you can rush past them. We do recommend exploring the wall enough to gather up all the Wonderful Batteries you can. P-Star will also provide some directional assistance during this climb, so look for his hologram arrows if you get disoriented.

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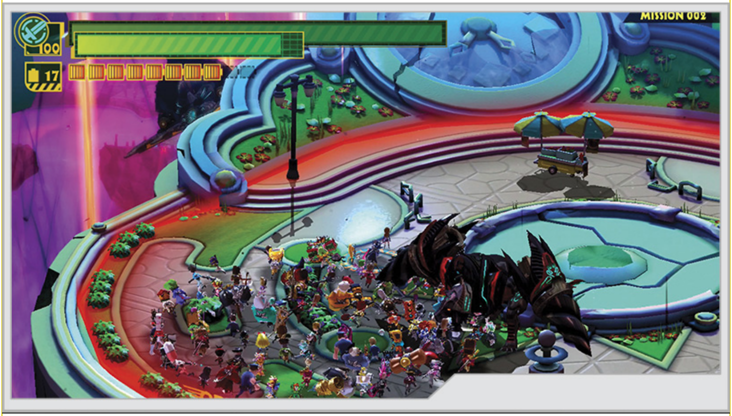
17
HELP!
03/10

[2] After surviving the wall climb, you'll be close to the island where Mission 2 is located. However, stand on the edge of the island and extend your Wonder-Liner out to rescue the clumps of civilians near the central fountain, specifically to recruit Wonder-Jungle.

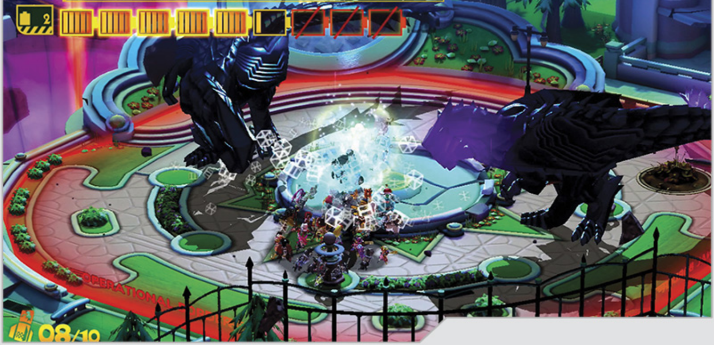
Mission 2
Medal Requirements
Enemies Present (Very Easy–Normal)
Gurry Doora
Enemies Present (Hard–101% Hard)
Hah-Gonay x2

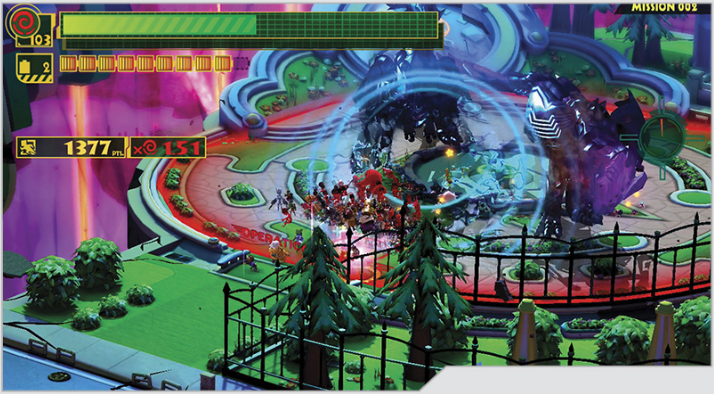


A lone Gurry Doora tries to hold the line against your team. Ideally, you should be able to prevent it from even touching you.

Hard and 101% Hard Mode

103
MISSION 002



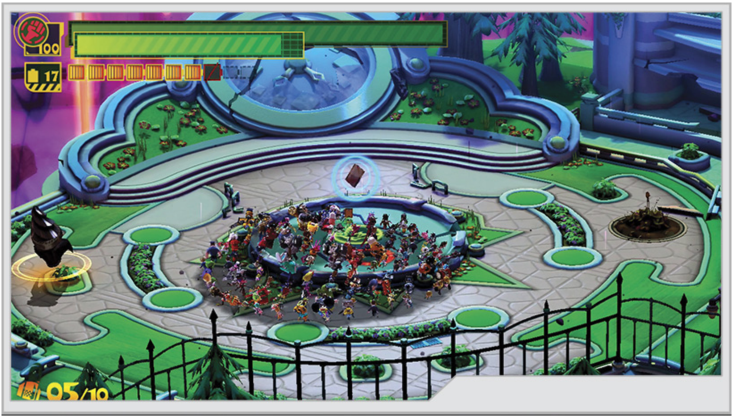


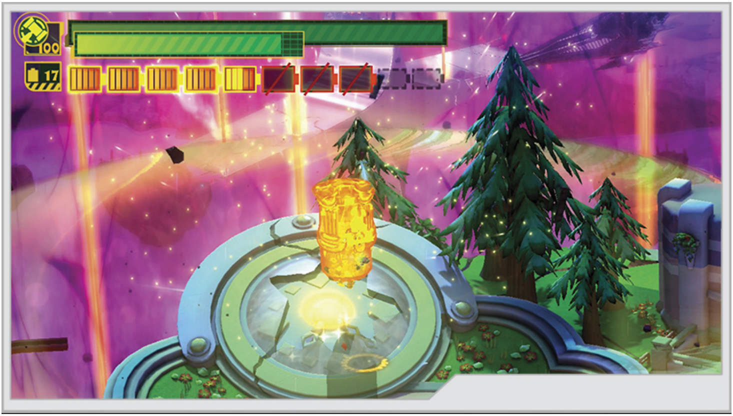
Two Hah-Gonay replace the Gurry Doora on the harder modes, and this can be a brutal fight due to the relatively small size of the arena. The Hah-Gonay can easily cover the whole arena in a single tail swipe. Control them with Unite Bombs while you work on one target at a time. If you see any opportunities to Unite Guts an attack, be sure to do so. Landing a stun on just one of the Hah-Gonay can make life much easier on you.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:20	2:40	3:00	3:20	Very easy
Time	2:20	2:40	3:00	3:20	Easy
Time	2:20	2:40	3:00	3:20	Normal
Time	2:20	2:40	3:00	3:20	Hard
Time	2:20	2:40	3:00	3:20	101% Hard
Combo	500	400	300	200	Very easy
Combo	500	400	300	200	Easy
Combo	500	400	300	200	Normal
Combo	2000	1500	1000	500	Hard
Combo	4000	3000	2000	1000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

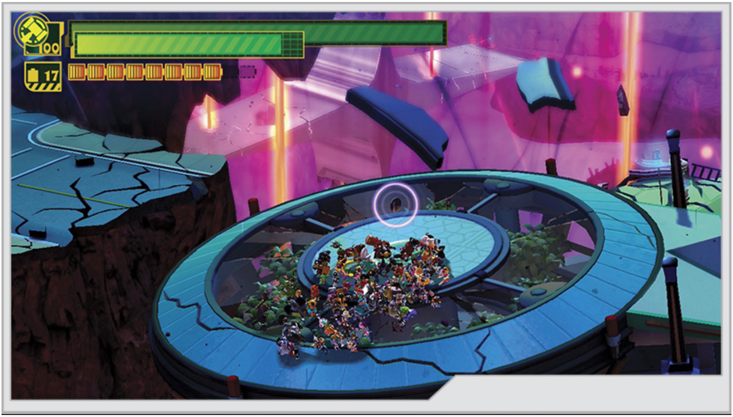
Tip

Secret Mission 5 takes place at this location, but you will not be able to trigger it until you finish Mission 4.





There are a pair of hidden collectibles in the Mission 2 area. Wrap a Wonder-Liner around the central fountain to uncover Wonderful File No. 23. North of that, you can hammer the broken clock for a Platinum Coin.



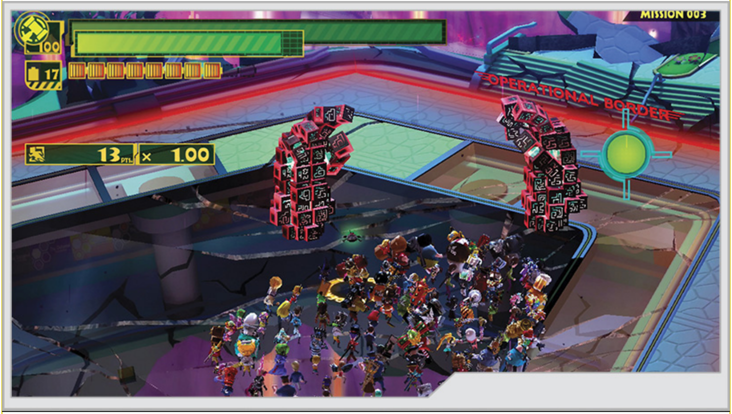
[3] As you leave behind the Mission 2 island, you'll come across a circular platform where you can recruit Wonder-Yang. Additionally, wrapping a Wonder-Liner around the circle at the center of platform will reveal another Platinum Coin.

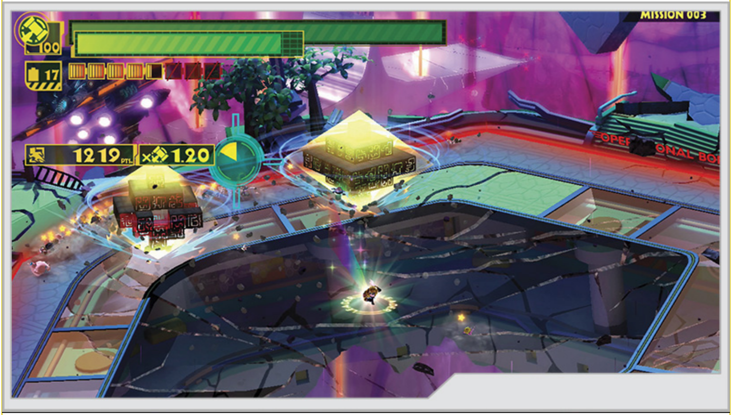
Mission 3

Medal Requirements

Enemies Present (All Difficulties)

Koh-Tumeekey x2





Koh-Tumeekeys can be a pain in pairs. Don't forget to take advantage of any attacks you can Unite Guts, in order to scatter their individual blocks. From there, they'll be at your mercy.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:40	6:00	6:20	6:40	Very easy
Time	5:40	6:00	6:20	6:40	Easy
Time	1:40	2:00	2:20	2:40	Normal
Time	3:00	3:20	3:40	4:00	Hard
Time	3:00	3:20	3:40	4:00	101% Hard
Combo	1200	800	600	400	Very easy
Combo	1200	800	600	400	Easy
Combo	1200	800	600	400	Normal
Combo	1500	1200	900	600	Hard
Combo	2000	1500	1000	500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Mission 4

Medal Requirements

Enemies Present (All Difficulties)

Orgon x2

MISSION 004
100
2
OPERATIONAL BORDER

Taking place in front of Blossom Elementary School, Mission 4 pits you against two Orgon. This should be a familiar scenario to you by this point. Remember that when you yank them out of the ground with Unite Whip for the stun, you can juggle them; you'll need to do this to meet the combo score requirements for Platinum rank, especially on the higher difficulties.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:50	2:10	2:30	2:50	Very easy
Time	1:50	2:10	2:30	2:50	Easy
Time	1:40	2:00	2:20	2:40	Normal
Time	1:40	2:00	2:20	2:40	Hard
Time	1:40	2:00	2:20	2:40	101% Hard
Combo	600	500	400	300	Very easy
Combo	700	600	500	400	Easy
Combo	800	700	600	500	Normal
Combo	1500	1200	900	600	Hard
Combo	2000	1500	1000	500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Tip

Upon completing Mission 4, return to the Mission 2 arena to trigger Secret Mission 5.

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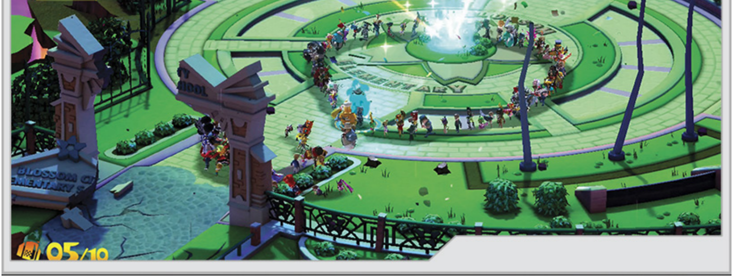
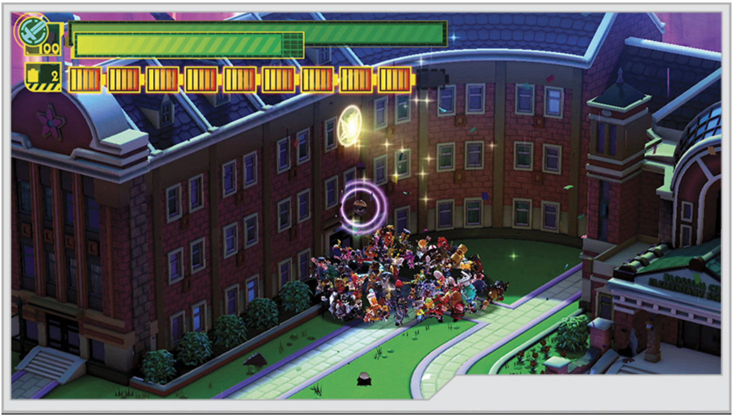
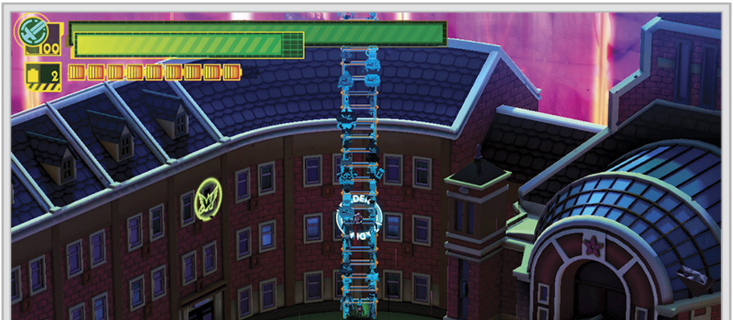
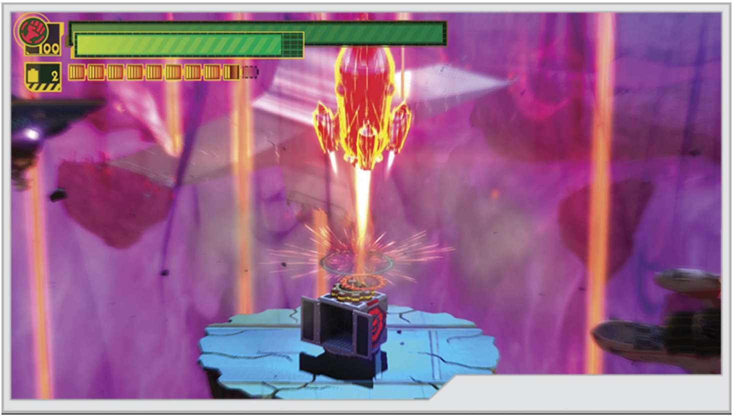


[4] In the aftermath of Mission 4, you have got a lot of collecting to do on the school grounds. Start by wrapping a Wonder-Liner around the fountain where Mission 4 occurred to recover Wonderful File No. 25.

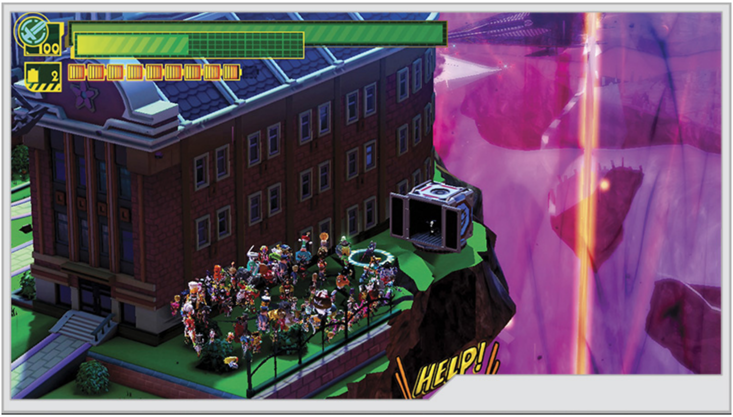


On the left side of the main building, you can send a Wonder-Liner into a window for a Platinum Coin. It can be hard to see the window initially, as it's in the shadows.

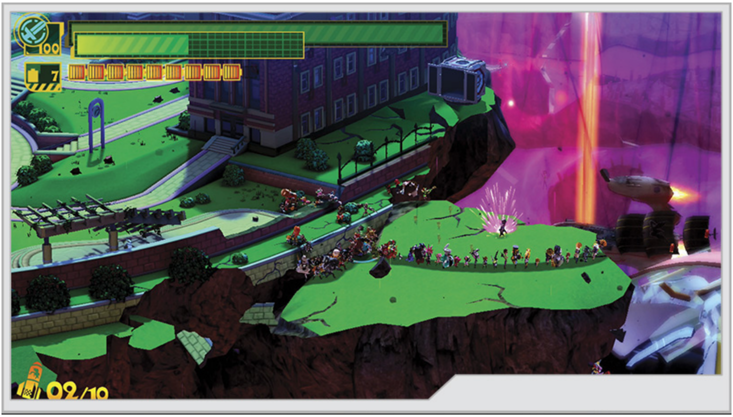




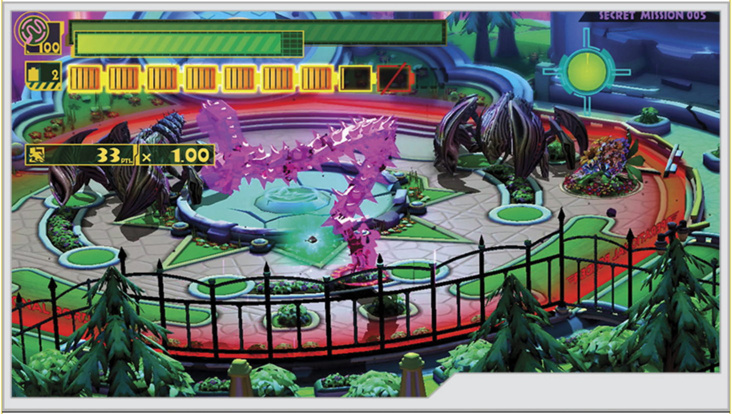
Next to the Platinum Coin window, you can extend a Wonder-Liner up the side of the building, until it eventually reaches another island floating above the school and creates a ladder. On this island is a red supply box with GEATHJERK File No. 51. You can then use Unite Rocket from on top of that supply box to launch up to a Hero Heart Fragment.

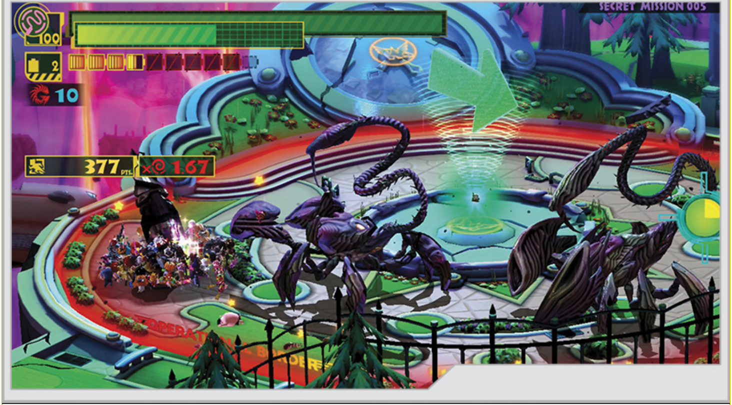


As you're leaving the school behind, don't miss the blue supply box on the side of the main building, containing Wonderful Figure No. 58.



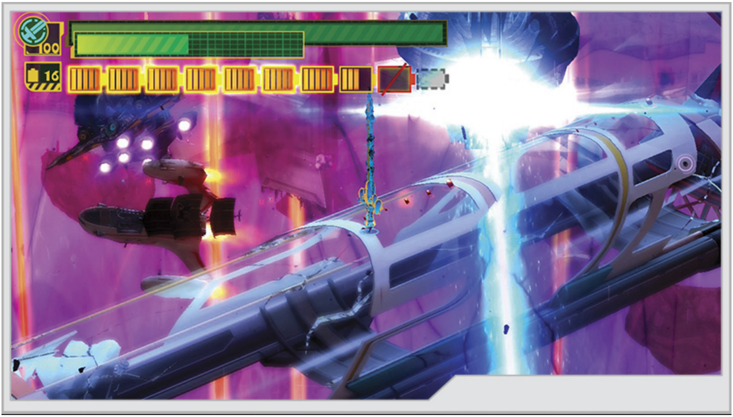
[5] A small green island next to the supply box has civilians, and among them is Wonder-Tombstone. Remember this island for later, as a Kahkoo-regah portal will eventually appear here. If you've yet to trigger Secret Mission 5, head back to the Mission 2 site now!

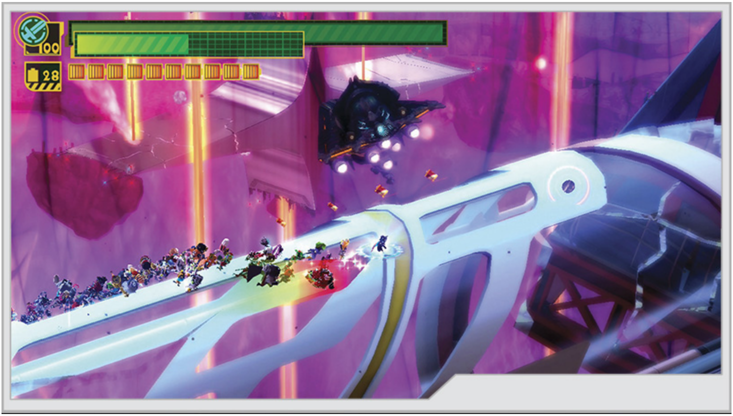
Secret Mission 5
Medal Requirements
Enemies Present (All Difficulties)
Dahkarts x2




As soon as you backtrack to the Mission 2 arena, Secret Mission 5 begins, throwing a pair of Dahkarts your way. Be especially mindful of their stingers, as they can reach across a surprising amount of space on this small arena to hit you if you're not paying attention.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:10	1:30	2:00	Very easy
Time	1:00	1:10	1:30	2:00	Easy
Time	1:00	1:10	1:30	2:00	Normal
Time	3:20	3:40	4:00	4:20	Hard
Time	3:20	3:40	4:00	4:20	101% Hard
Combo	800	600	400	200	Very easy
Combo	800	600	400	200	Easy
Combo	1200	900	600	300	Normal
Combo	7000	6000	4000	2000	Hard
Combo	8000	7000	5000	3000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





[6] Just past Wonder-Tombstone's location is a rotating cylinder that you must cross, taking care not to slip off the sides into the abyss below. A Cough-Foon will try to block your forward progress, but you can easily use its laser against it. As you cross the cylinder, don't miss the Platinum Coin among the lines of Wonderful Batteries near the end of the cylinder.

Secret Mission 6

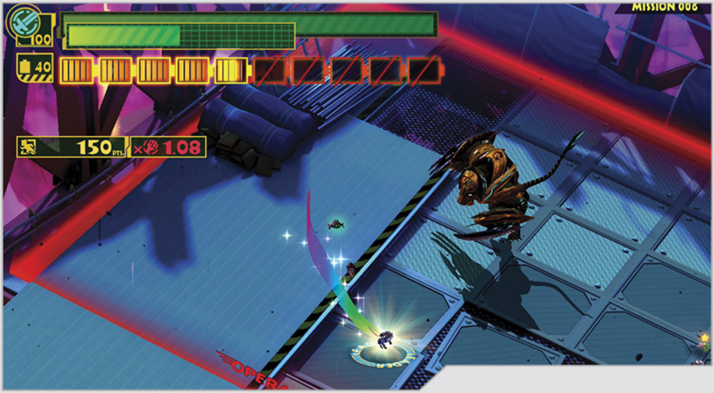
Medal Requirements

Enemies Present (Very Easy–Normal)

Doora

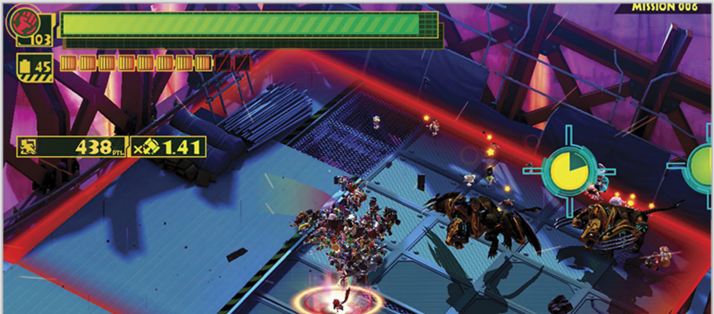
Enemies Present (Hard–101%Hard)

Doora x2

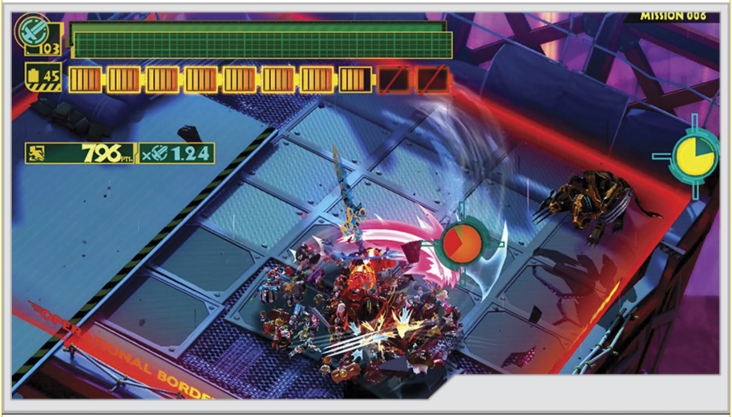


A lone Doora makes a brave stand against the Wonderful 100 on the roof of a building. Reward this bravery accordingly.

Hard and 101% Hard Mode



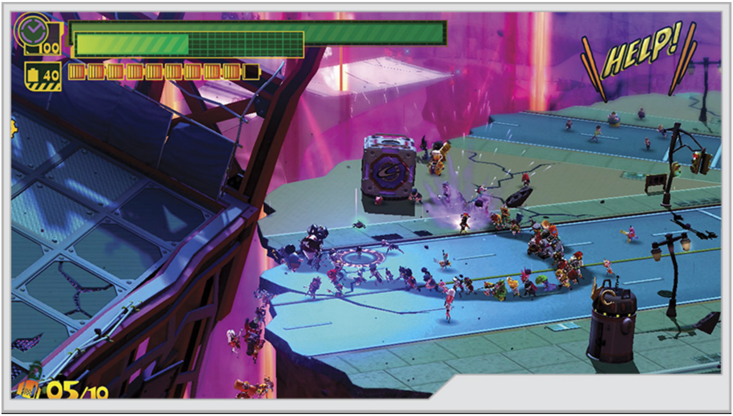
OPERATIONAL BO

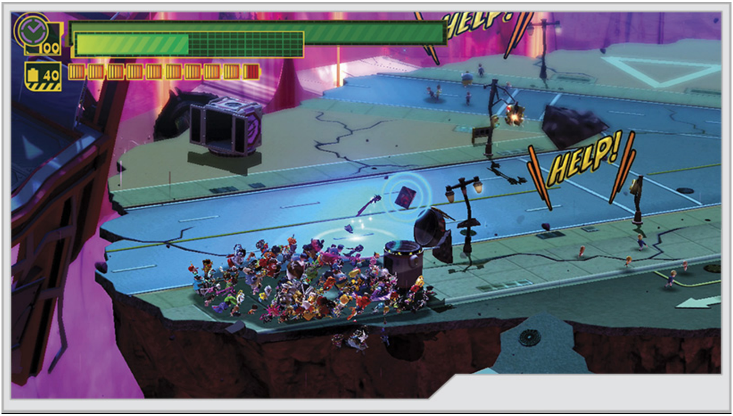


Two Dooras in relatively close quarters will require more effort. If you can catch both close together, you can chain repeated Unite Bombs while sending your team at them in Unite Morphs, which can end the fight quickly. If the Dooras aren't cooperating, stick to one target at a time.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:40	2:00	2:20	2:40	Very easy
Time	1:40	2:00	2:20	2:40	Easy
Time	0:50	1:10	1:30	1:50	Normal
Time	3:00	3:20	3:40	4:00	Hard
Time	3:00	3:20	3:40	4:00	101% Hard
Combo	500	400	300	200	Very easy
Combo	500	400	300	200	Easy
Combo	600	500	400	300	Normal
Combo	2000	1500	1000	500	Hard
Combo	4000	3000	2000	1000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal

Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





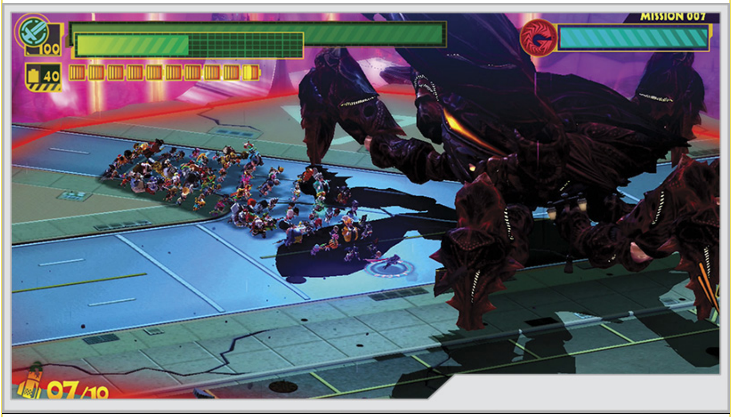
[8] The island next to the Mission 8 arena has some collectibles to retrieve the moment you set foot on it. A black supply box contains Wonderful Figure No. 91. The Wonderful Toilet just south of the supply box hides GEATHJERK File No. 32. Lastly, the groups of civilians between these items hides the hero Wonder-Motorbike.

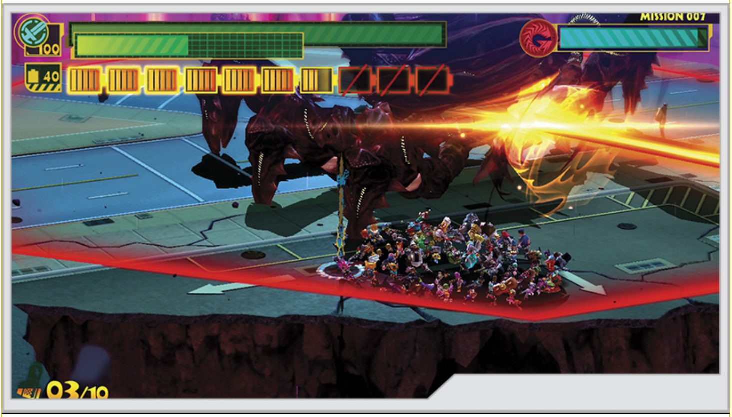
Mission 7

Medal Requirements

Enemies Present (All Difficulties)

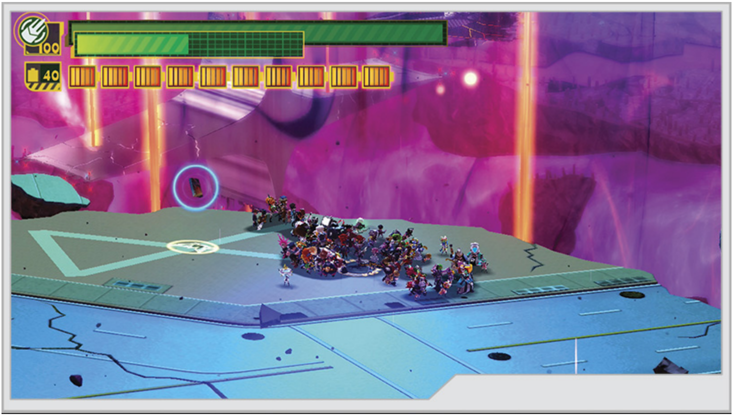
Deah-Kani



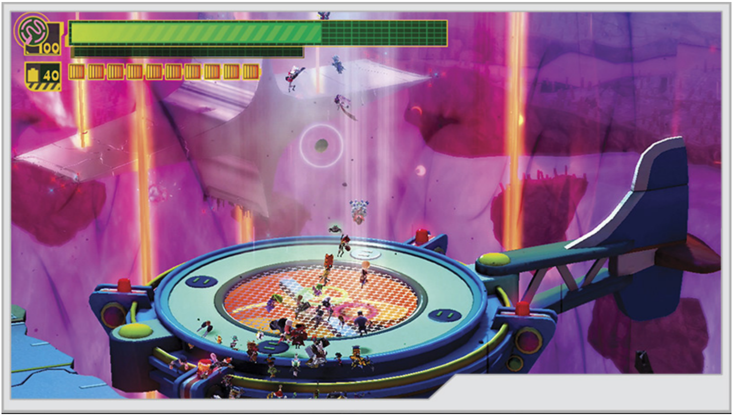


As you push farther into the island, a Deah-Kani appears to interrupt your item collection.

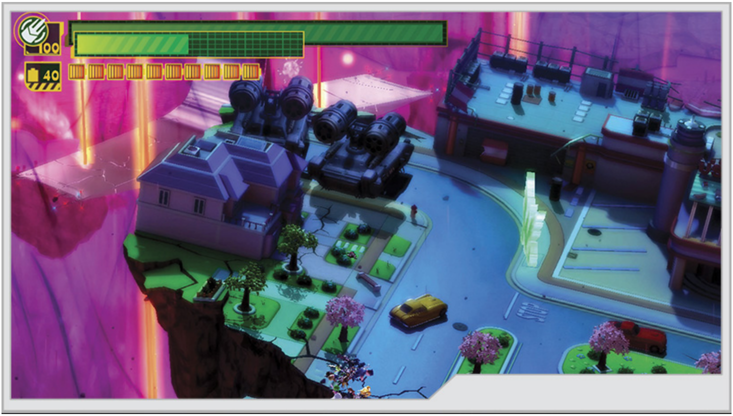
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:20	5:40	6:00	6:20	Very easy
Time	5:20	5:40	6:00	6:20	Easy
Time	2:00	2:20	2:40	3:00	Normal
Time	3:00	3:20	3:40	4:00	Hard
Time	3:00	3:20	3:40	4:00	101% Hard
Combo	4000	3000	2000	1000	Very easy
Combo	5000	4000	3000	2000	Easy
Combo	6000	5000	4000	3000	Normal
Combo	7000	6000	5000	4000	Hard
Combo	8000	7000	6000	5000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

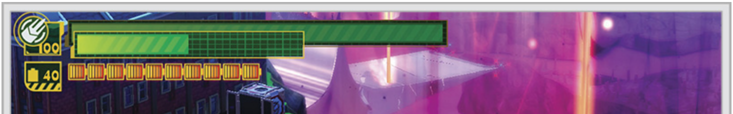


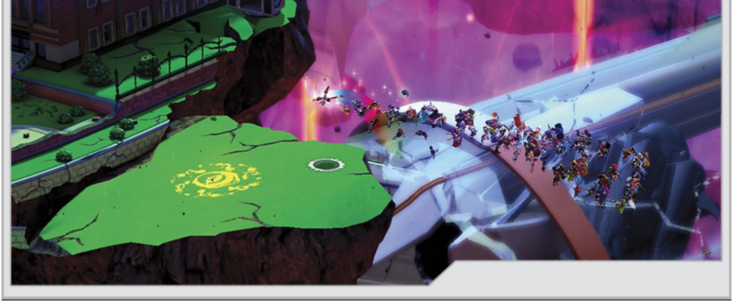
[9] On the northern edge of the island is an hourglass symbol painted on the ground. Trace it with the Wonder-Liner to retrieve GEATHJERK File No. 41.



[10] Lastly, the fan that can push you to the final mission of this level hides a Platinum Coin. Find it by wrapping a Wonder-Liner around the fan vent.

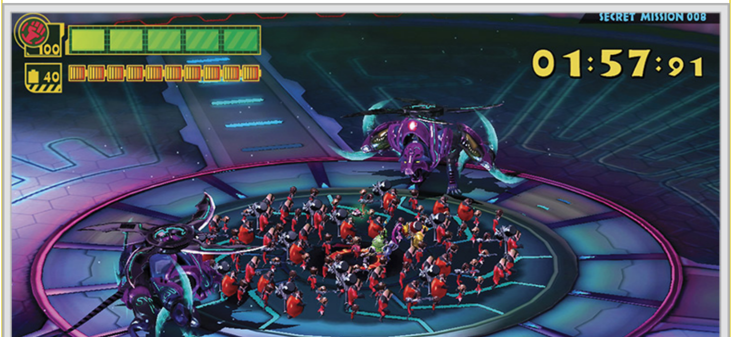


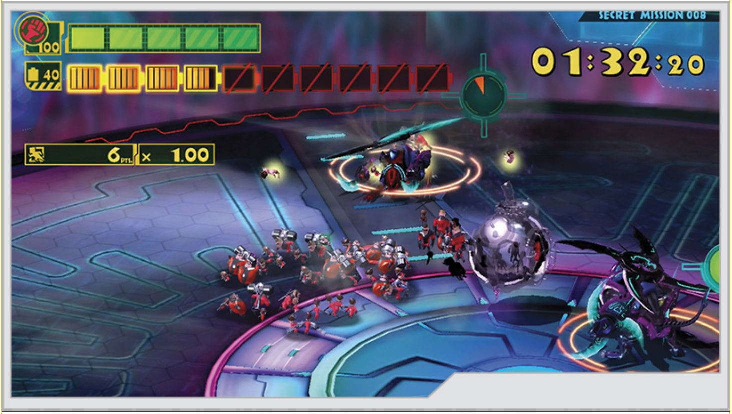




In order to trigger the appearance of the Kahkoo-regah portal for Secret Mission 8, you must use the fan to fly high into the air, high enough that you can see your destination island with the Wonderful Mart symbol on it. However, rather than jumping toward it, let yourself fall back down to the fan. You can now run back toward the school to find the portal.

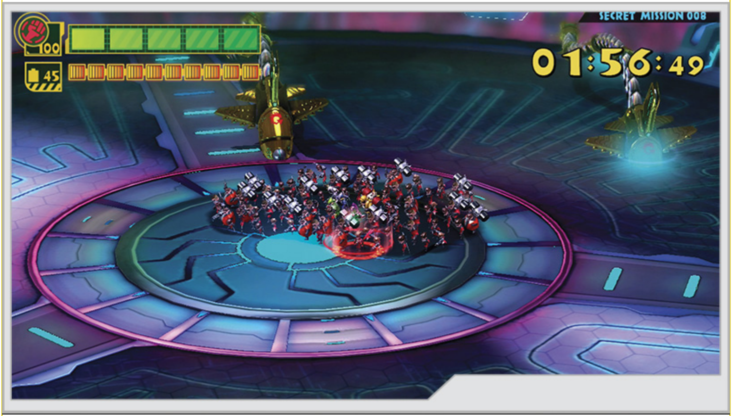
Secret Mission 8
Medal Requirements
Enemies Present (Normal)
Surey Doora x2
Enemies Present (Hard–101%Hard)
Orgon x4
Rewards for Completion
Normal Mode: Figure No. 76 Wonder-Jungle Hard Mode: Figure No. 48 Wonder-Ice Cream 101% Mode: Figure No. 101 Vorkken

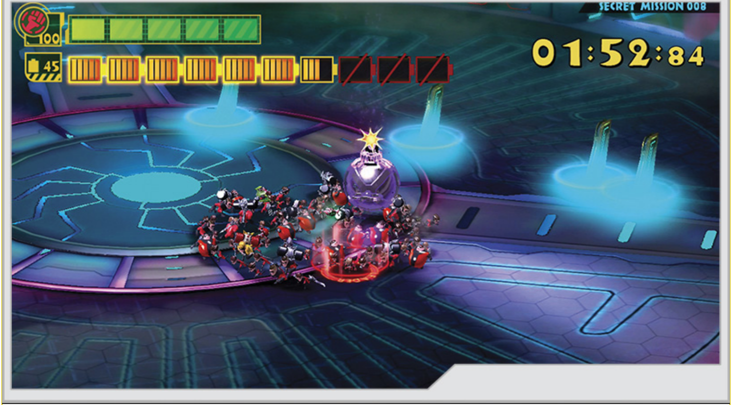




You're on the clock for this mission: two minutes to destroy two Surey Dooras. There's a number of ways to reliably brutalize lone Doora of any type, but two at once will require some ingenuity. If you can catch them close together with Unite Bomb, you can start building up damage on both simultaneously with a high-powered Unite Hand. If you are willing to be a little risky, you can try to bombard the Surey Dooras with Unite Bombs while working to stun both. If you can pull this off when they're close to each other, you might be able to catch them both with Wonderful Rising and juggle them for significant damage.

Hard and 101% Hard Mode





Four Orgon in two minutes can be quite frustrating if they refuse to group up, but considering their aggressive nature, that's not likely to happen. With a sufficiently powered Unite Whip, you can easily catch multiple Orgon while they swim through the ground. You don't even have to catch their hook-tails; just smack their heads as they appear to launch them out of the ground and into a stun. The fastest runs at this challenge often involve stunning two or more of the Orgon at once and then laying into them with multiple Unite Hands from you and your team, further compounded by Unite Bomb effects.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:20	2:40	3:00	3:20	Normal
Time	1:00	1:15	1:30	1:45	Hard
Time	1:00	1:15	1:30	1:45	101% Hard
Combo	1000	800	600	400	Normal
Combo	1500	1200	800	500	Hard
Combo	1500	1200	800	500	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard

With Secret Mission 8 taken care of, return to the fan and launch yourself toward the Wonderful Mart and the final mission of the level.

Mission 9

Medal Requirements

Enemies Present (All Difficulties)

Gedie Dough-Goo

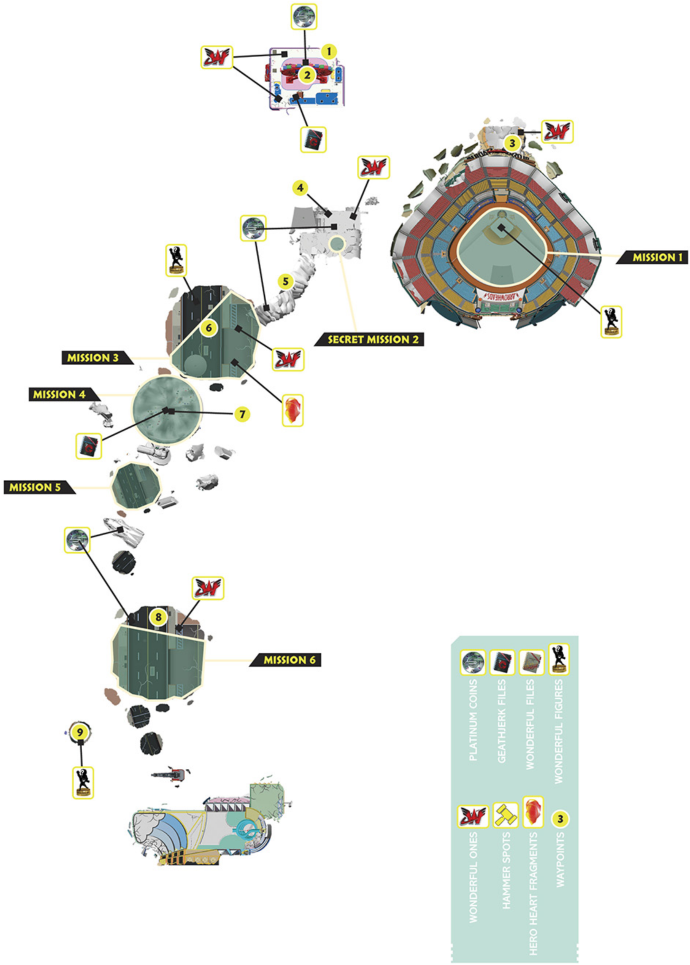
MISSION 009
100
40
OPERATIONAL

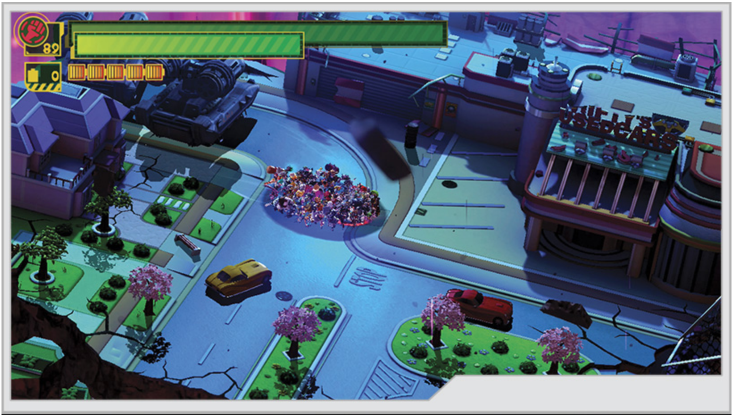
All things considered, a lone Gedie Dough-Goo by this point seems fairly anticlimactic for a final battle to any mission. Stay focused to avoid any embarrassing run-ins with its spike armor.

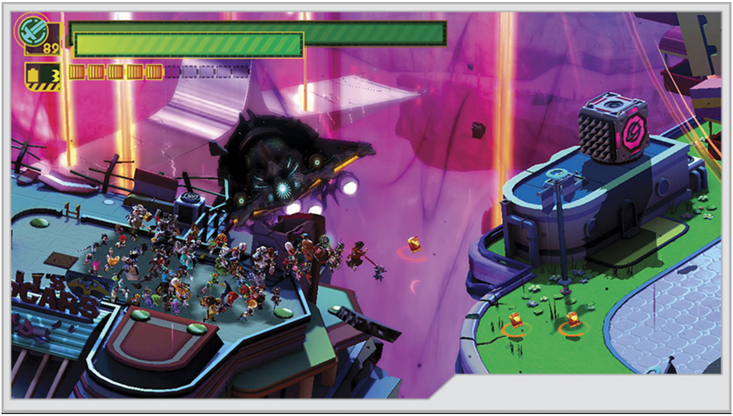
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:40	2:00	2:20	2:40	Very easy
Time	1:40	2:00	2:20	2:40	Easy
Time	1:00	1:20	1:40	2:00	Normal
Time	1:20	1:40	2:00	2:40	Hard
Time	1:20	1:40	2:00	2:40	101% Hard
Combo	400	300	200	100	Very easy
Combo	400	300	200	100	Easy
Combo	400	300	200	100	Normal
Combo	600	450	300	150	Hard
Combo	800	600	400	200	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy

Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

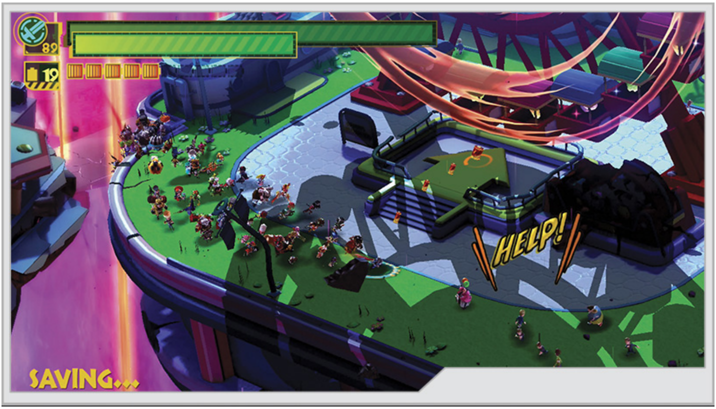
Operation 008-B

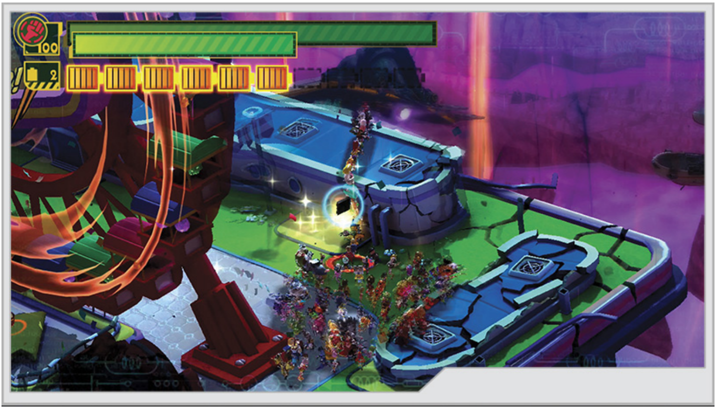


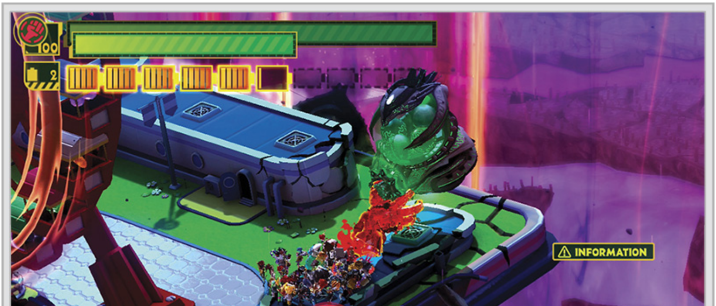


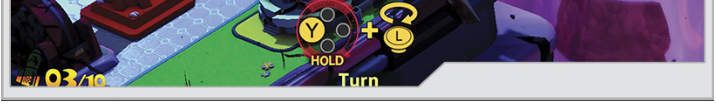


The Wonderful Mart found at the end of the first half of the Operation was right next to Shifty's Used Cars, which you may remember from the first Operation all those hours ago. [1] You'll have to jump onto its roof once again to make a jump to the next island, which contains the Ferris wheel from the second Operation.

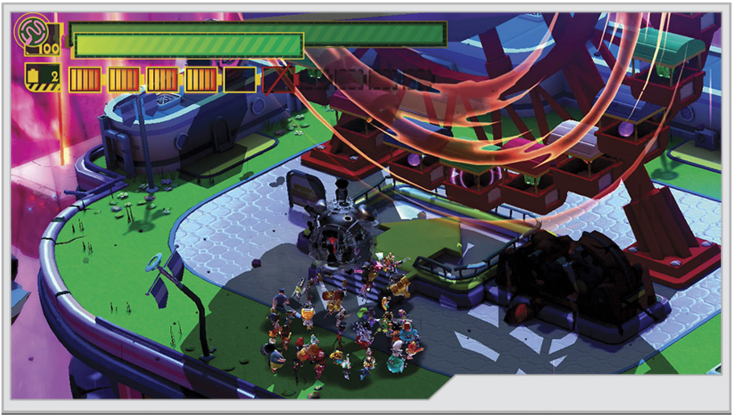




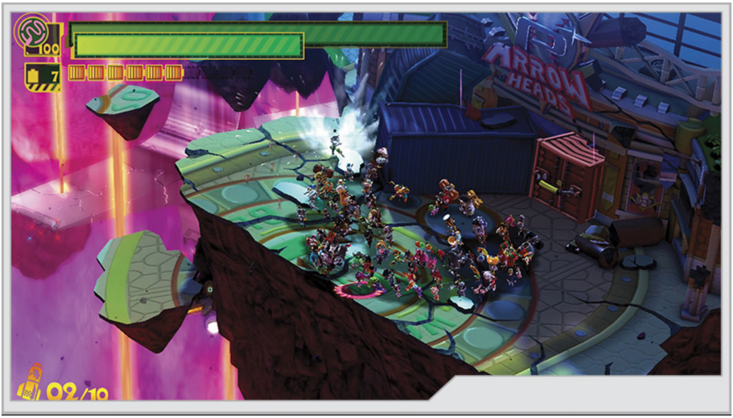




[2] The Ferris wheel is moving too fast to safely board, but Unite Bomb can fix that. Before you take the ride, you've got some collecting to do. First off, Wonder-Clown can be found among civilians in front of the attraction. Behind the Ferris wheel is a small building you can send a Wonder-Liner into, retrieving GEATHJERK File No. 42. The Gatcha next to that structure is holding Wonder-Zombie prisoner. The building on the other side of the Ferris wheel has a pink supply box on its roof, containing a helpful food item.



With that business over with, take the Ferris wheel once you've slowed it down with Unite Bomb. You'll automatically retrieve a Platinum Coin during the ride, and you'll be flung to the next island.



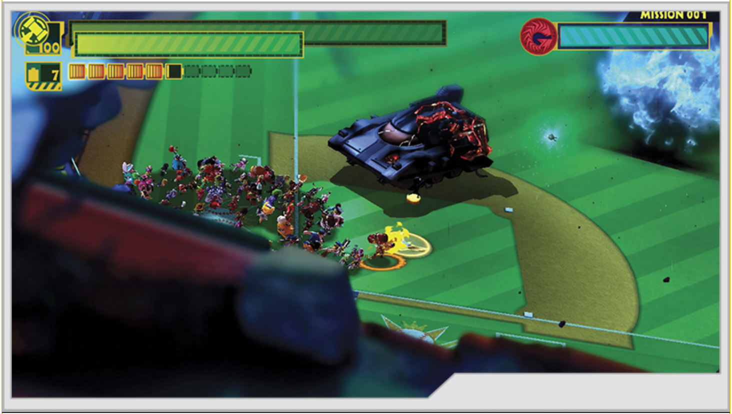
[3] You'll arrive back in front of the Blossom City baseball stadium, though the way inside is sealed off by a mess of cargo containers. Before pulling them open with Unite Hand, rescue the civilians close by. Among them is Wonder-Antenna. Now tear open the cargo container and proceed into the stadium.

Mission 1

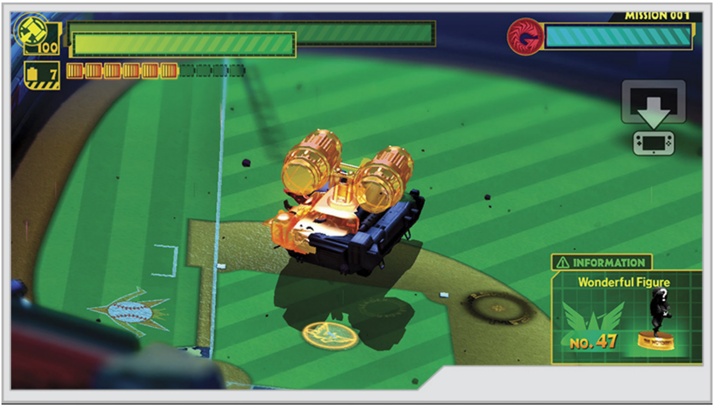
Medal Requirements

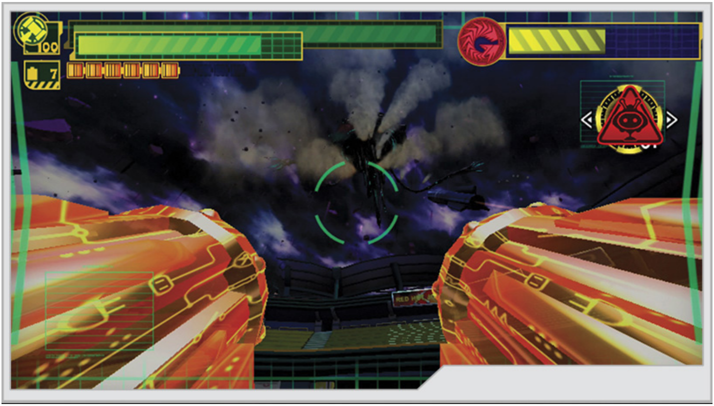
Enemies Present (All Difficulties)

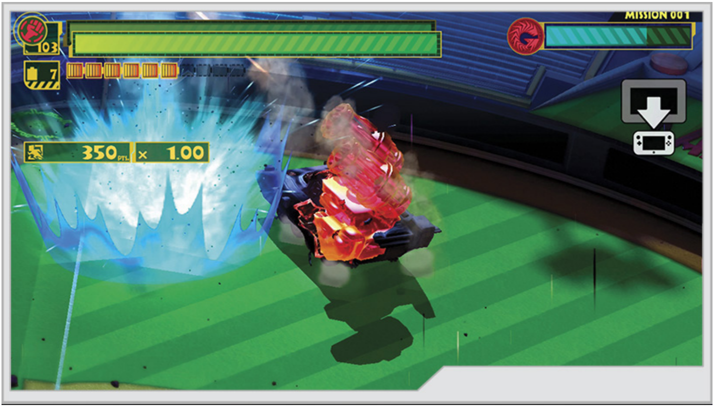
Envan



As soon as you run into the stadium, Unite Hammer the pitcher's mound to find Wonderful Figure No. 47.



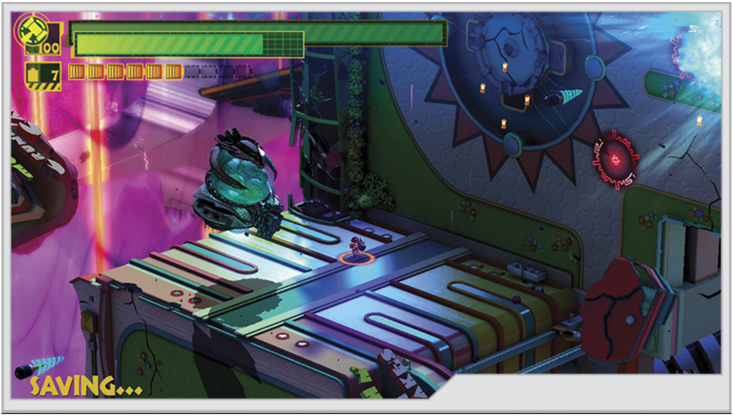




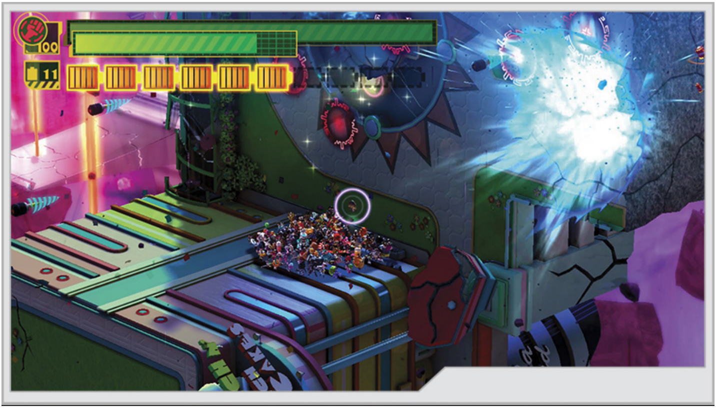
Next, use the Wonder-Liner to repair the nearby tank. Work fast, as the stadium is under fire from an Envan hovering around it. Once you climb into the repaired tank, aim its guns by steering the turret with the GamePad, while you drive the tank around the stadium on your television, avoiding incoming missile impacts that are marked by red reticles on the field. It is possible to shoot down the incoming missiles, but this can be difficult to manage.

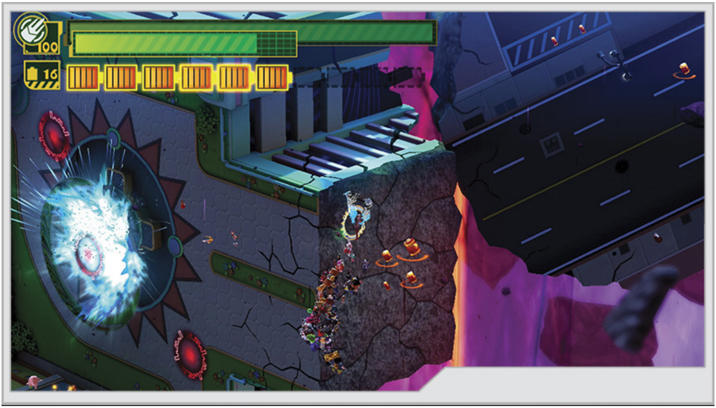
The Envan will orbit around the arena while firing, occasionally ducking behind the walls to hide from your tank's cannons. After taking some damage, it will jet to a new position to throw off your aim. It takes time for your shots to reach their target, so if you're shooting at the Envan while it is moving, be sure to lead it slightly. As soon as you shoot down the Envan, it fires a last barrage of missiles that fracture a part of the baseball field, and the mission is complete.

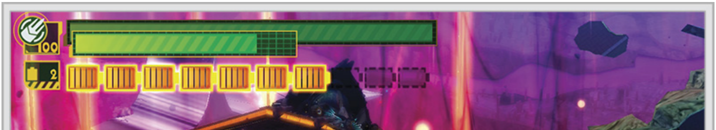
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:20	2:40	3:00	3:20	Very easy
Time	2:20	2:40	3:00	3:20	Easy
Time	2:00	2:20	2:40	3:00	Normal
Time	2:20	2:40	3:00	3:20	Hard
Time	2:20	2:40	3:00	3:20	101% Hard
Combo	2500	2000	1500	1000	Very easy
Combo	2500	2000	1500	1000	Easy
Combo	3000	2500	2000	1500	Normal
Combo	3000	2500	2000	1500	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	300	600	1000	Very easy
Damage	0	300	600	1000	Easy
Damage	0	300	600	1000	Normal
Damage	0	150	300	600	Hard
Damage	0	150	300	600	101% Hard

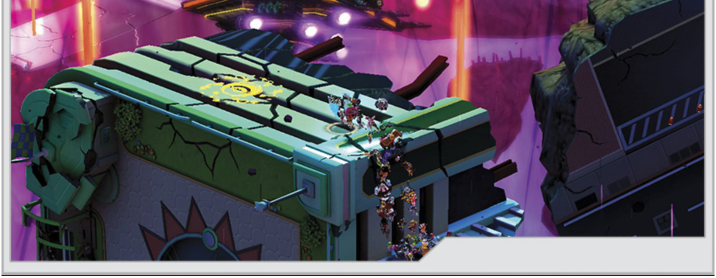


Unite Hammer the cracks in the field to create a hole that lets you drop down to another island [4] that is under missile fire. The Gatcha you land next to has Wonder-Fireworks imprisoned inside.



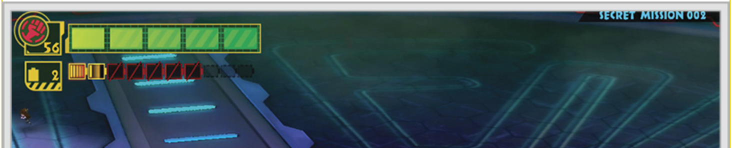






A Kahkoo-regah portal leading to Secret Mission 2 can be found on top of the wall currently being bombarded. Before you make the climb, send a Wonder-Liner into a hole just underneath the fountain on the wall to find a Platinum Coin. To climb up the wall and reach the portal, you'll want to use the largest Unite Claw to help speed past and around incoming missile strikes. Climb straight up, then use a double-jump off the wall to get past the guardrail and reach the portal.

Secret Mission 2
Medal Requirements
Enemies Present (Normal)
Vaaiki
Enemies Present (Hard–101% Hard)
Vaaiki x2
Rewards for Completion
Normal Mode: Figure No. 65 Wonder-Astronaut Hard Mode: Figure No. 63 Wonder-Death 101% Mode: Figure No. 116 P-Star



This is a surprisingly tame challenge, all things considered. You start the mission with 50 heroes on the team and must take down a lone Vaaiki. Unlike the last time you fought this beast, there's no threat of it suddenly growing in size, which takes away a significant portion of the danger a Vaaiki can present. Also inside the arena are enough civilians to bolster your team to full strength, though realistically it's not necessary to recruit them to achieve Platinum rank. Your starting forces should be more than enough for a lone Vaaiki.

Hard and 101% Hard Mode

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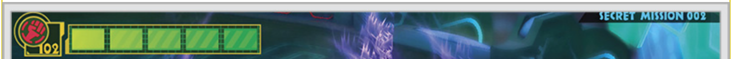
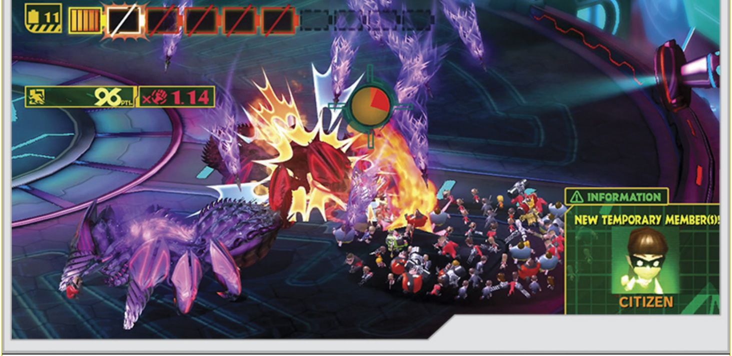
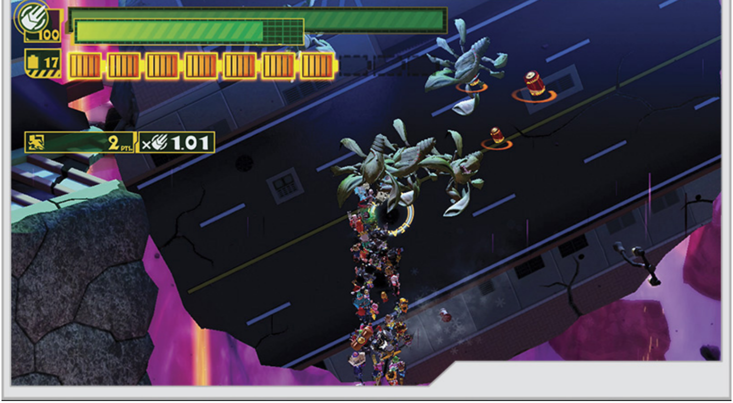
11
SECRET MISSION 002

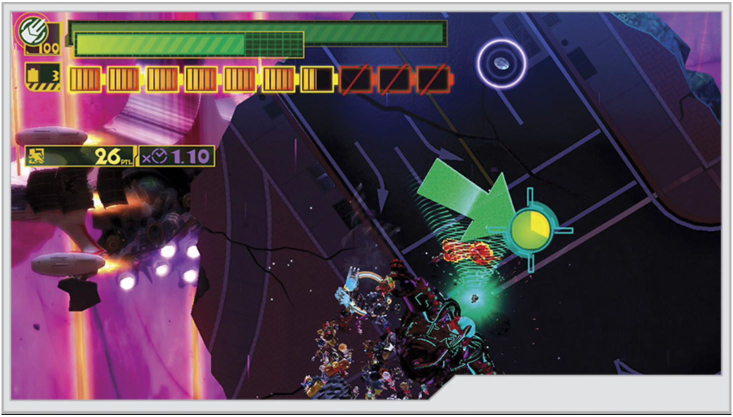




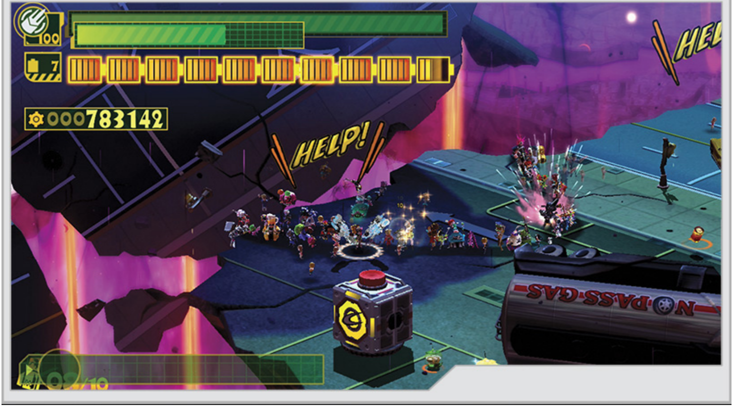
The higher difficulty versions of this mission throw two Vaaiki at you, which makes recruiting the civilians in the arena more important, as you'll want to use the most powerful Unite Morphs possible to bring down both monsters quickly. Using Hero Time and Hero Sense to keep yourself safe from most of their enemy's ranged attacks (and reflecting lasers with Unite Sword), build yourself up to a full team before going in for the kill. Remember that Vaaiki are susceptible to Team Attack stuns like any other enemy you've faced. If you can trap both close to each other with a Unite Bomb, then stun both, you can actually juggle the two simultaneously and cause absurd amounts of damage to them even on 101% Hard.

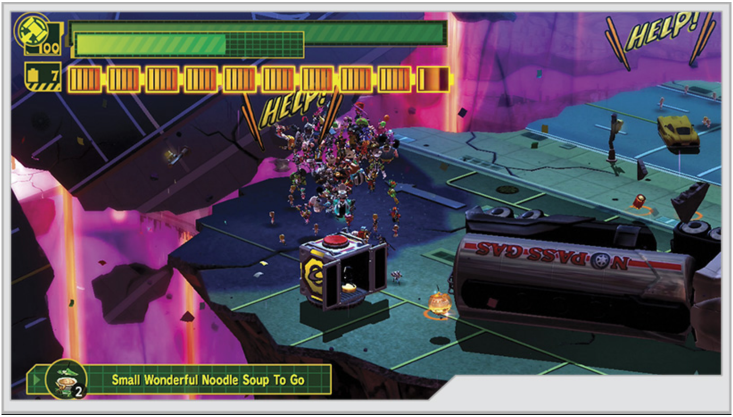
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:20	1:40	2:00	2:20	Normal
Time	2:30	3:20	3:40	4:00	Hard
Time	2:30	3:20	3:40	4:00	101% Hard
Combo	3000	2500	2000	1500	Normal
Combo	3000	2500	2000	1500	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard





[5] On the second climbing section, a swarm of Mini-Dahkarts will attack you, while a Diedough-Goo ambushes you on the third wall. None of these battles are rated, so it's possible to avoid combat here altogether. Make sure that you don't miss the Platinum Coin at the top of the wall the Diedough-Goo teleports onto.





[6] The large island just after the climbing section has several collectibles, as well as Mission 3, but you can get to a number of these before starting the mission proper. Wonder-Fixit is hiding among a crowd of civilians near the last wall-climb section, and a yellow supply box just south of the hero contains Wonderful Figure No. 54.

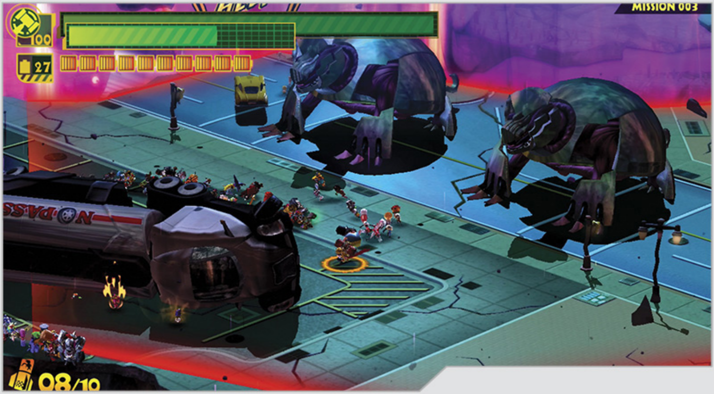
Mission 3

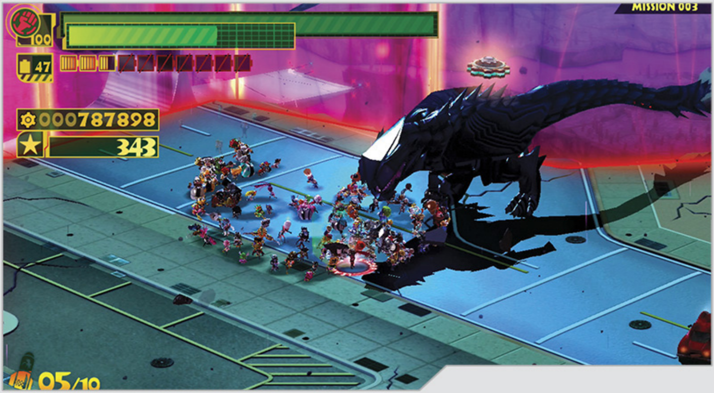
Medal Requirements

Enemies Present (All Difficulties)

Wave 1: Megang x2

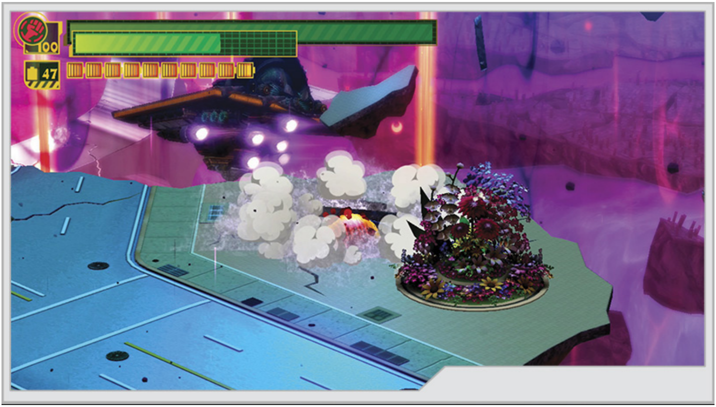
Wave 2: Hah-Gonay

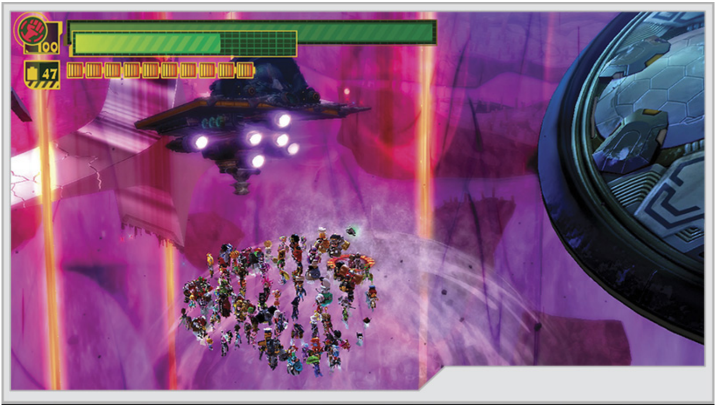




You must defeat both waves of enemies to gain access to the valve that you need in order to reach the next island. It's possible to soften up the two Megang in the first wave by throwing the fuel tanker lying next to the yellow supply box at them. If you want to do that, we do recommend wrapping it up in a Wonder-Liner before you actually trigger the mission, as the Megang do have abilities that can destroy the tanker before you even get a chance to throw it. The second wave is a lone Hah-Gonay carrying the important valve.

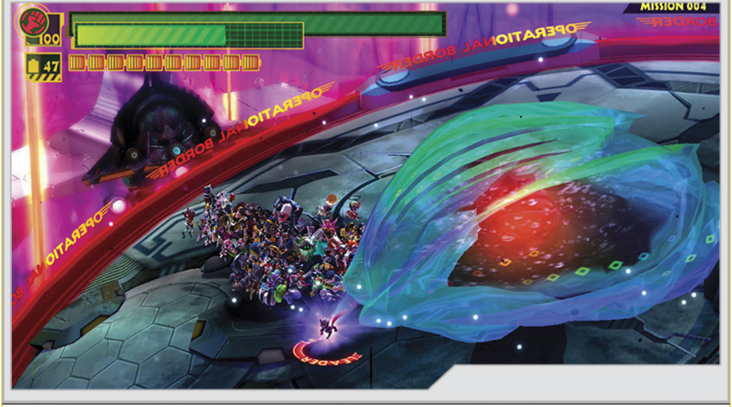
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:20	2:40	3:00	3:20	Very easy
Time	2:20	2:40	3:00	3:20	Easy
Time	2:00	2:20	2:40	3:00	Normal
Time	3:00	3:20	3:40	4:00	Hard
Time	3:00	3:20	3:40	4:00	101% Hard
Combo	1200	900	600	300	Very easy
Combo	1500	1200	900	600	Easy
Combo	3500	3000	2500	2000	Normal
Combo	5000	4000	3000	2000	Hard
Combo	6000	4500	3000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





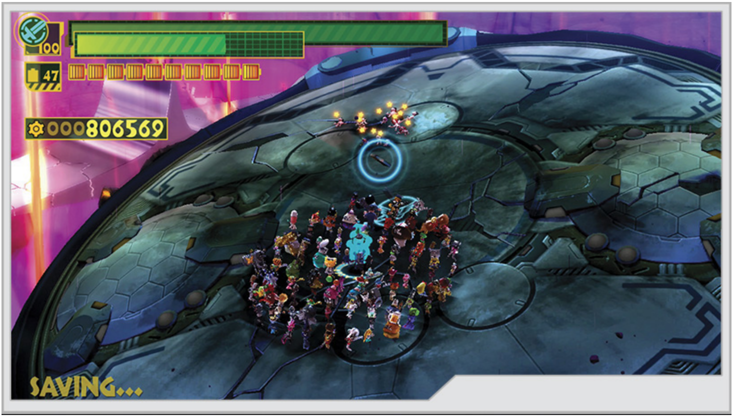
Toss the valve from the Hah-Gonay into its proper place, then twist until a water geyser explodes from it. Roll into the geyser with Unite Ball, and it will launch you high in the sky. Stay on course to reach a Hero Heart Fragment. You'll land back on top of the geyser and can jump from it to what remains of the tower [7] you defended at the end of the second operation.

Mission 4
Medal Requirements
Enemies Present (All Difficulties)
Nyerk

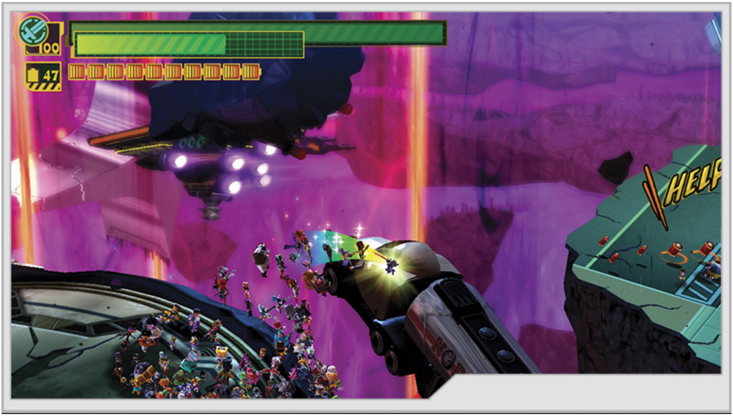


The tower is guarded by a lone Nyerk. Don’t get too careless fighting it here; it can easily snag you from almost anywhere on the tower rooftop thanks to its size.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:40	2:00	2:20	2:40	Very easy
Time	1:40	2:00	2:20	2:40	Easy
Time	0:50	1:00	1:20	1:40	Normal
Time	1:40	2:00	2:20	2:40	Hard
Time	1:40	2:00	2:20	2:40	101% Hard
Combo	400	300	200	100	Very easy
Combo	500	400	300	200	Easy
Combo	1500	1200	800	600	Normal
Combo	1500	1200	800	600	Hard
Combo	1500	1200	800	600	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

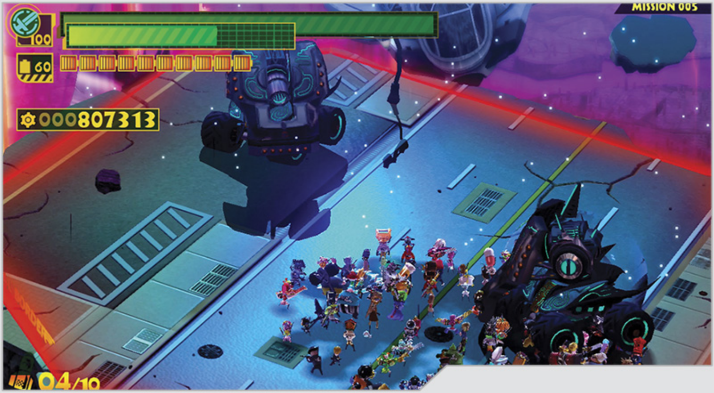


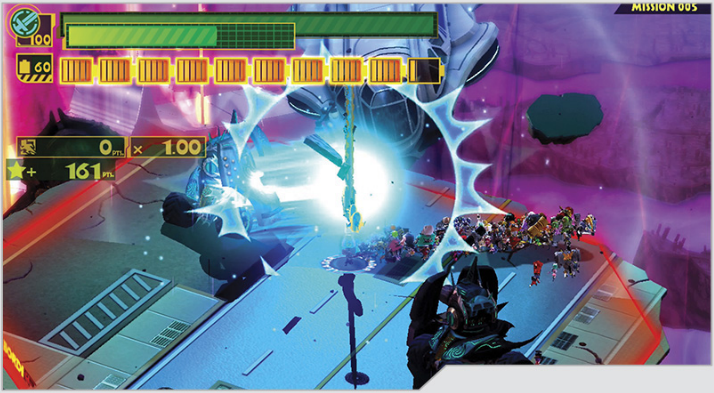
Circle the Wonder-Liner around the center of the tower roof to recover GEATHJERK File No. 31.



To reach the next mission, you'll have to use a floating fuel tanker as a platform to jump from the tower onto the next island.

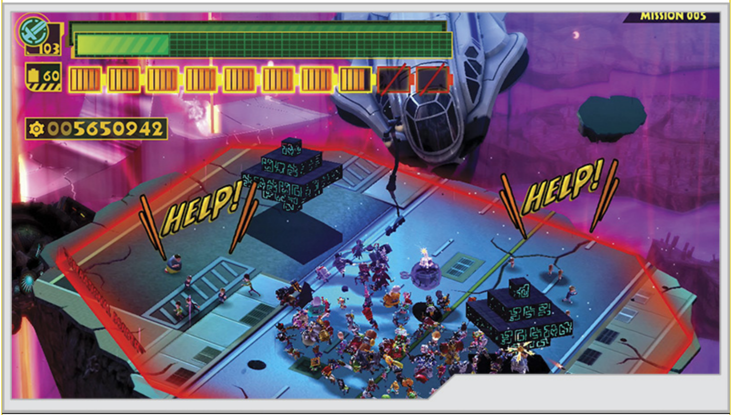
Mission 5
Medal Requirements
Enemies Present (Very Easy–Normal)
Raydown x2
Enemies Present (Hard–101% Hard)
Koh-Tumeekey x2

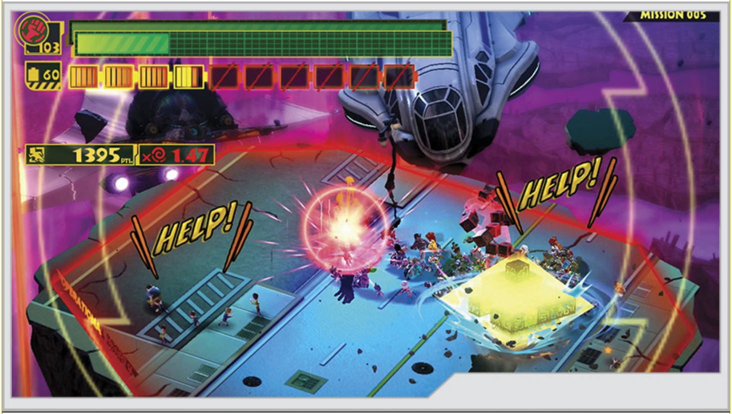




Even in an arena as small as this, a pair of Raydowns aren't too threatening. Play defensively, letting them break their shields via reflected lasers or cannon shots before you go all out. Alternatively, you can do the shield-breaking yourself with Unite Hammer, switching to Unite Sword only to defend against lasers.

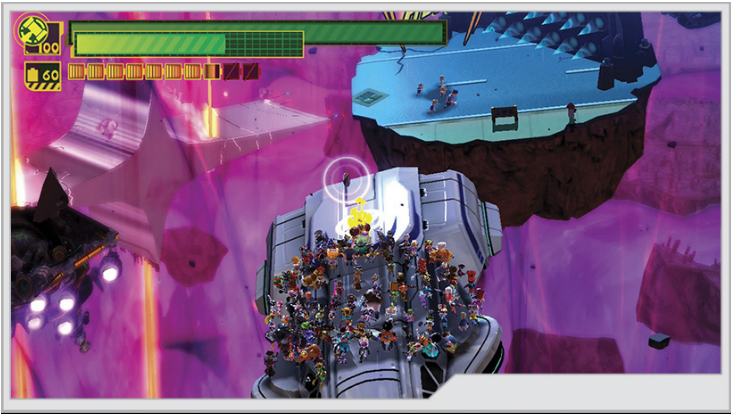
Hard and 101% Hard Mode



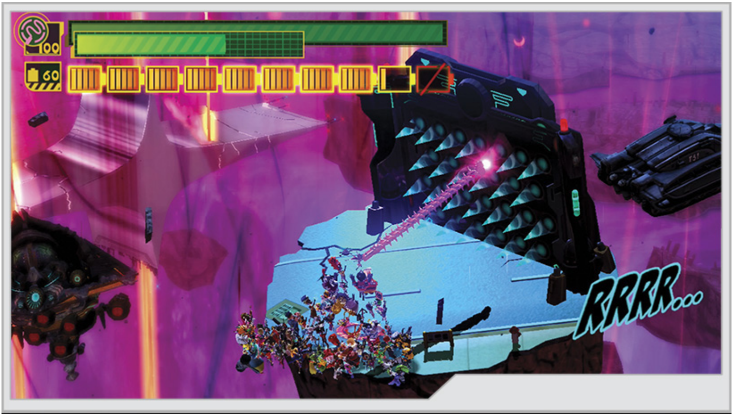


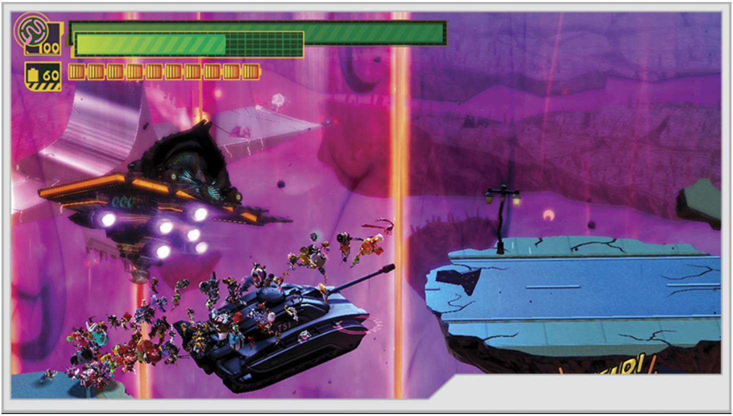
Replacing the Raydowns on the higher difficulties is a pair of Koh-Tumeekeys, which are a fair bit more threatening. Unfortunately for them, the constricted arena makes it easy to trap both with Unite Bombs, which takes a lot of the danger out of their various morphing abilities.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:20	1:30	1:40	2:00	Very easy
Time	1:20	1:30	1:40	2:00	Easy
Time	1:10	1:20	1:30	1:50	Normal
Time	2:00	2:20	2:40	3:00	Hard
Time	2:00	2:20	2:40	3:00	101% Hard
Combo	700	600	500	400	Very easy
Combo	800	700	600	500	Easy
Combo	2000	1500	1000	500	Normal
Combo	2000	1500	1000	500	Hard
Combo	2000	1500	1000	500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

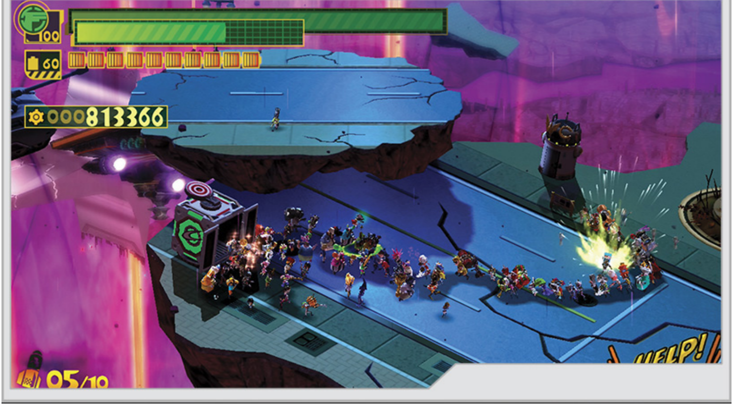


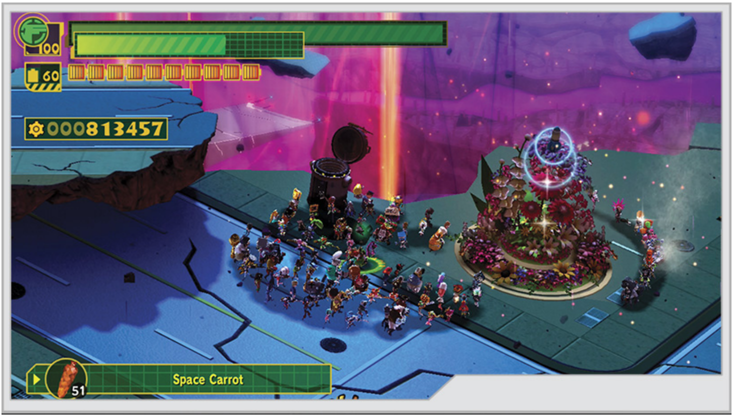
From the Mission 5 island, jump onto the Maglev car to the north, and Unite Hammer on the rear section to uncover a Platinum Coin.





The next jumps away from the Maglev car can be a bit dicey. If you're unsure about judging your position before or during the jump, you can always send out a Wonder-Liner to help line up the jump.



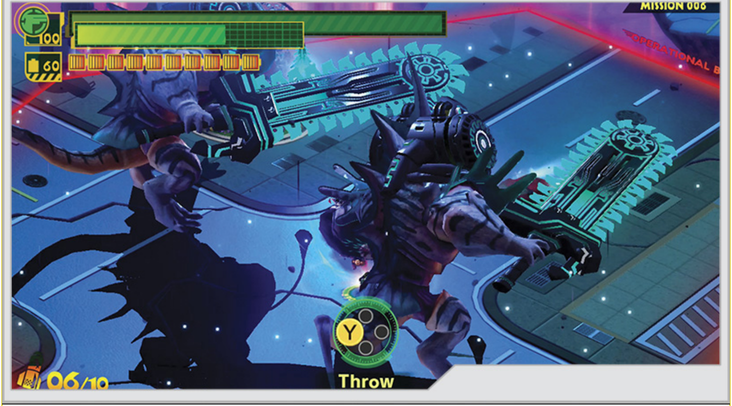


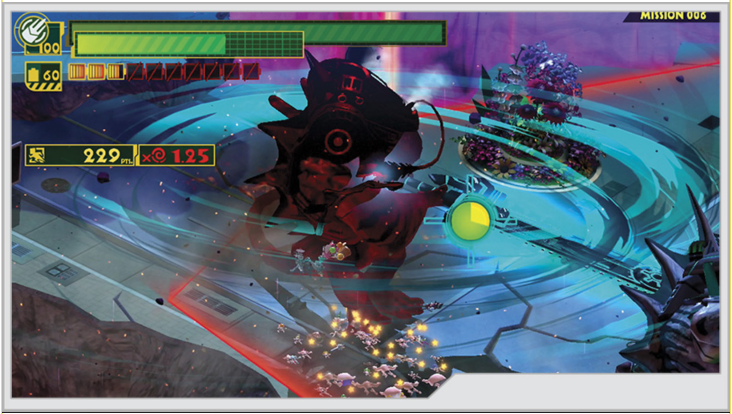
[8] The next large island has a green supply box with a Platinum Coin inside. Next to the box are more civilians, with Wonder-Vender hiding among them. There's also a Wonderful Toilet and a flower bed close by, both of which contain useful food items.

Mission 6

Medal Requirements

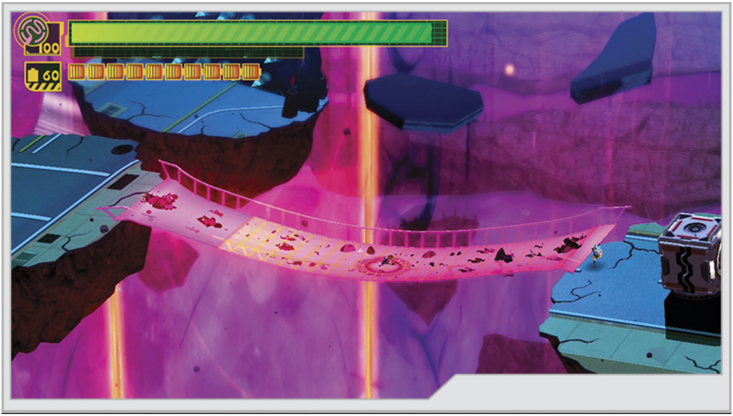
Enemies Present (All Difficulties)
Ankho x2



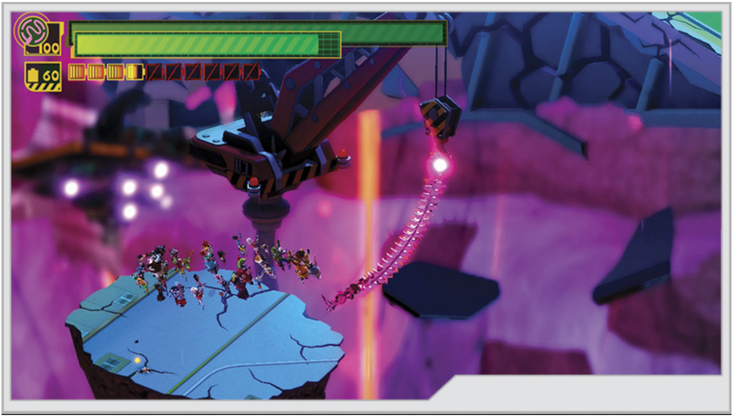


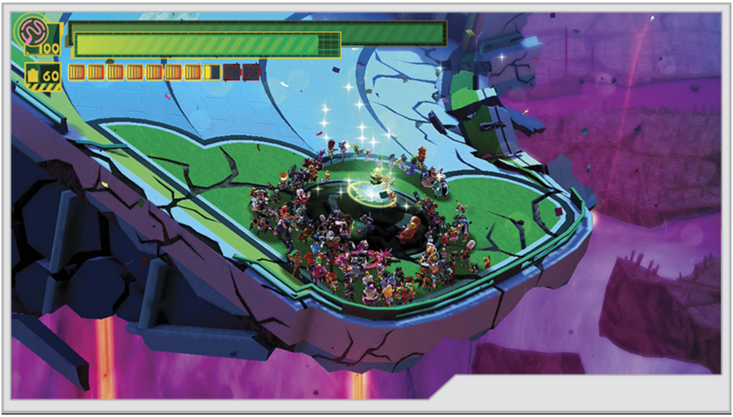
Normally, fighting two Ankho can be a rough proposition, but the relatively small size of the arena, coupled with the sheer size of the Ankho, makes things a little easier. You can use midsized Unite Bombs to easily slow the pair down, coupled with Hero Time and Hero Sense to help react to attacks you can't stop, such as their spin slashes.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:40	3:00	3:20	3:40	Very easy
Time	2:40	3:00	3:20	3:40	Easy
Time	1:50	2:10	2:30	3:00	Normal
Time	2:40	3:00	3:20	3:40	Hard
Time	2:40	3:00	3:20	3:40	101% Hard
Combo	3000	2500	2000	1000	Very easy
Combo	3000	2500	2000	1000	Easy
Combo	3000	2500	2000	1000	Normal
Combo	3000	2500	2000	1000	Hard
Combo	3000	2500	2000	1000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



From the Mission 6 island, you'll have to cross a set of smaller platforms, each blocked off by a spike barrier. For players on their first run-through, don't forget to extend a Wonder-Liner off the side of the first island [9]. You can build a bridge from it to another smaller island where a white supply box awaits. Inside it is Wonderful Figure No. 38.





After busting through two spike barriers, you will have to whip-swing across a large chasm to reach the final island and the Wonderful Mart. If you aim slightly to the right, you can land on a flower bed that will provide some food once rejuvenated. When you're ready, walk to the Wonderful Mart symbol to complete Operation 008-B.

Operation 008-C

Whether he wants to or not, Luka is coming back to the Virgin Victory. Hopefully the team can figure out a way to restore Margarita and hold off the GEATHJERK fleet before it pounds humanity into a carpet stain. There is the small task of wresting the child from the hands of Officer First Class Gimme, and he's excited at the prospect of personally smashing your hopes to dust.

Medal Requirements

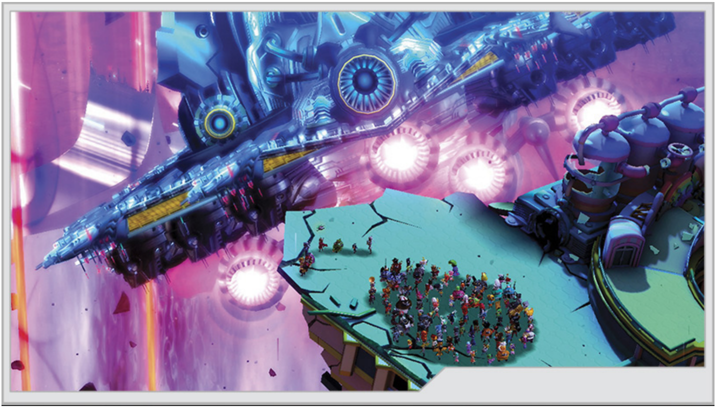
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	22:00	23:00	0:00	1:00	Very easy
Time	22:00	23:00	0:00	1:00	Easy
Time	22:00	23:00	0:00	1:00	Normal
Time	22:00	23:00	0:00	1:00	Hard
Time	22:00	23:00	0:00	1:00	101% Hard
Combo	8000	6000	4000	2000	Very easy
Combo	8000	6000	4000	2000	Easy
Combo	12000	9000	6000	3000	Normal
Combo	15000	12000	9000	6000	Hard
Combo	18000	15000	12000	9000	101% Hard
Damage	0	1000	2000	4000	Very easy
Damage	0	1000	2000	4000	Easy
Damage	0	1000	2000	4000	Normal
Damage	0	2000	4000	8000	Hard

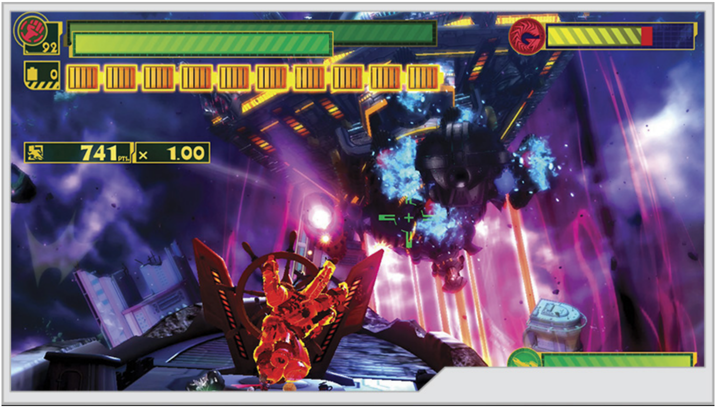
Damage	0	2000	4000	8000	101% Hard

Enemies Present (All Difficulties)

Cough-Foon, Dough-Goo, Chew Dough-Goo x3, Dahkarts, Megang x2, Hah-Gonay, Doora x2, Ankho, Turrets x4, Giga-Goojin

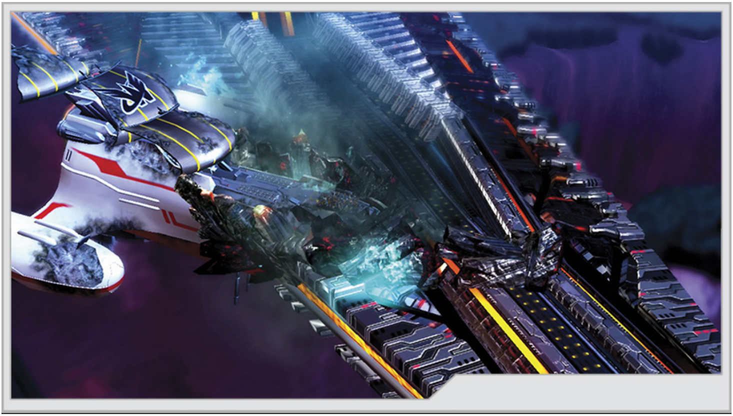
Phase One





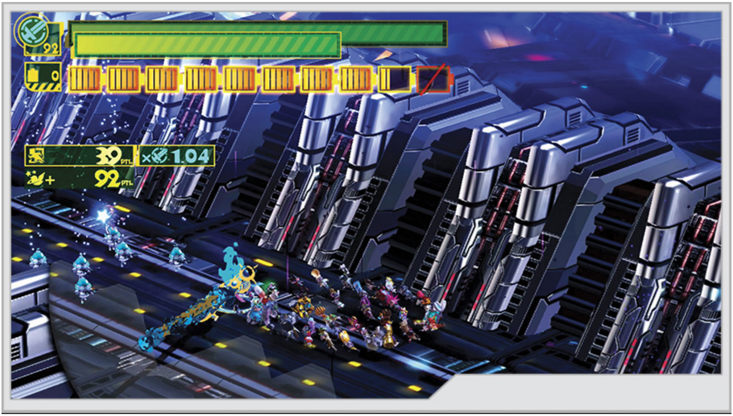
After the union-mandated pre-battle expository taunting, Gimme's ship flies off to finish off Mother Platinum, while Wonder-Red activates Unlimited Form. You're prompted to take the Virgin Victory's wheel to chase the enemy down.

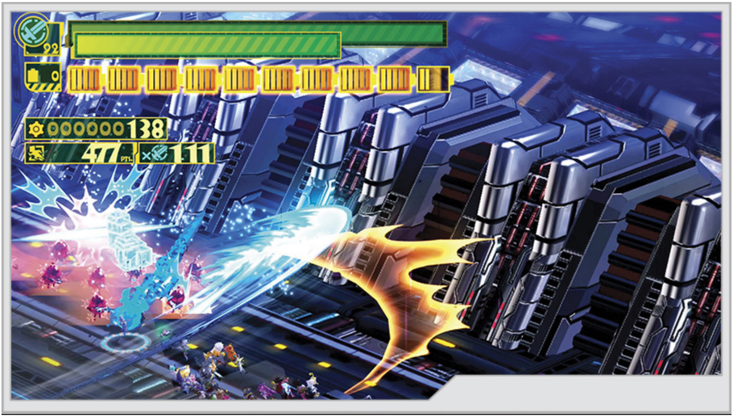
Dodging the debris from buildings shattered by Gimme's weapons, you have to use the Virgin Victory's guns to shoot out the engines of Gimme's ship. You can accelerate to get closer and guarantee your shots will hit home, but that puts you in danger of taking hits from the Cough-Foon that swoop into the area to fire their lasers.



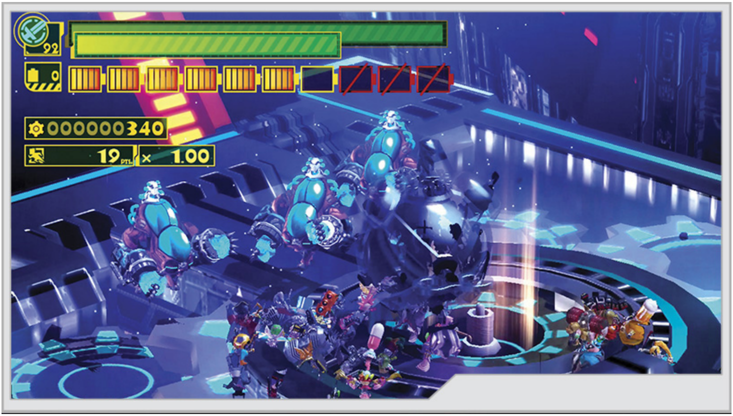
Once you've shot up all of Gimme's engines, you're prompted to "tackle" the ship by accelerating right into it. After two impacts, the Virgin Victory becomes lodged onto part of the ship's hull, and the team boards the GEATHJERK vessel.

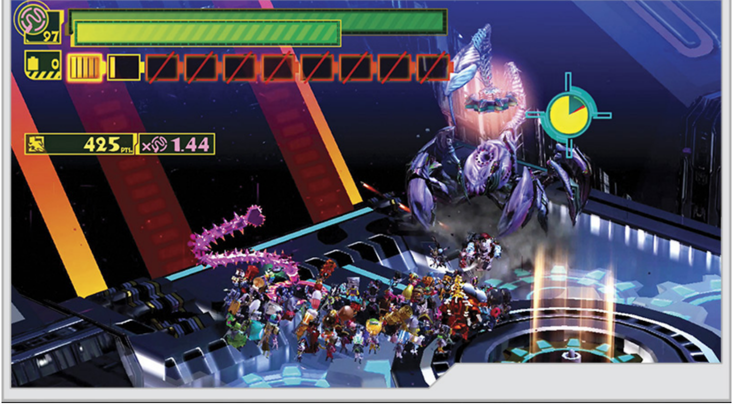
Phase Two



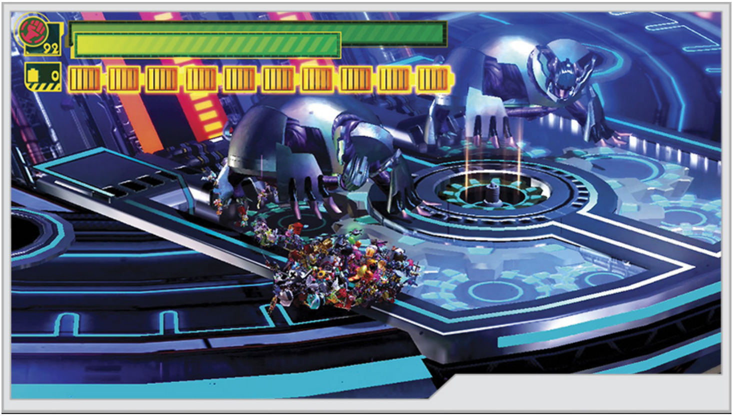


Retreat is no longer an option until the Virgin Victory gets its own engines up and running. Charge forward through the narrow trench, fighting your way past two squads of Dough-Goo.

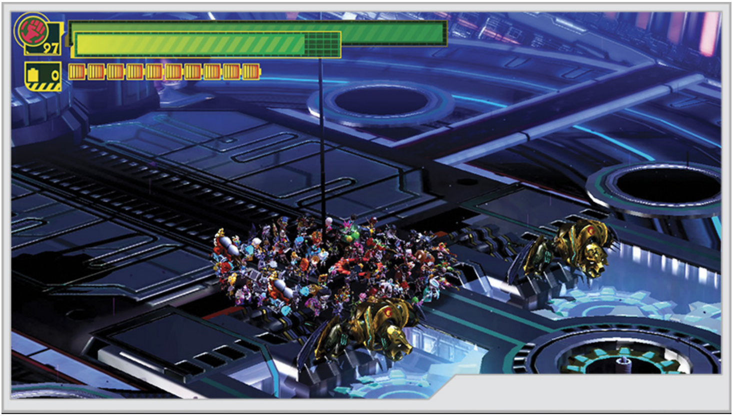


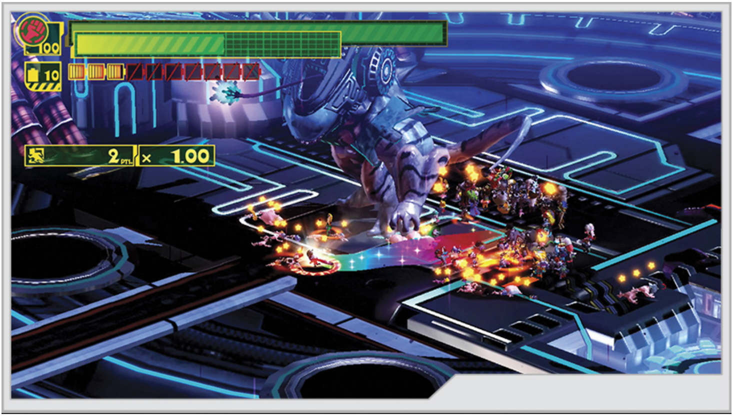


You eventually reach what appears to be a dead end, with a trio of Chew Dough-Goo waiting for you. When they are beaten, a Dahkarts teleports in to take their place. Destroying it will grant you access to a valve that you can place at the center of the deck. Rotating it will lift the deck elevator to the next level on the ship.

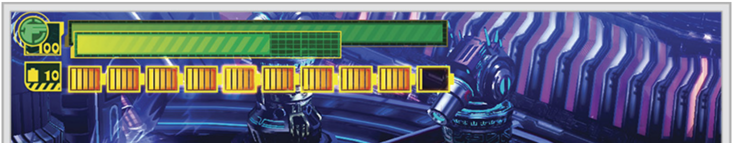


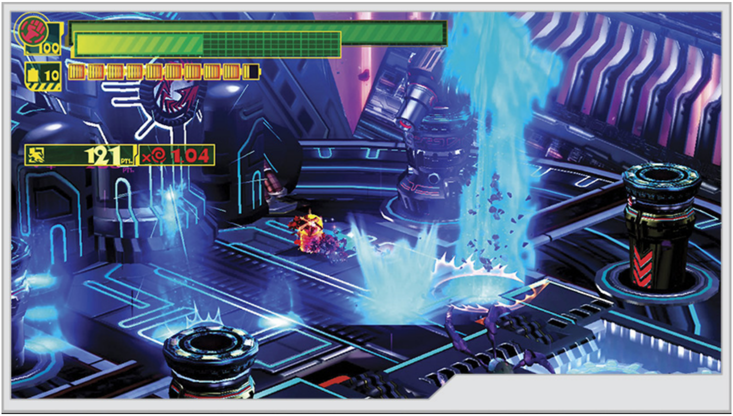
Soon after you arrive on the second level, the valve self-destructs, and two Megang show up to ambush you. Once you defeat the Megang, a Hoh-Ganay appears. The Hoh-Ganay drops a replacement valve for you to move the deck elevator up another level.



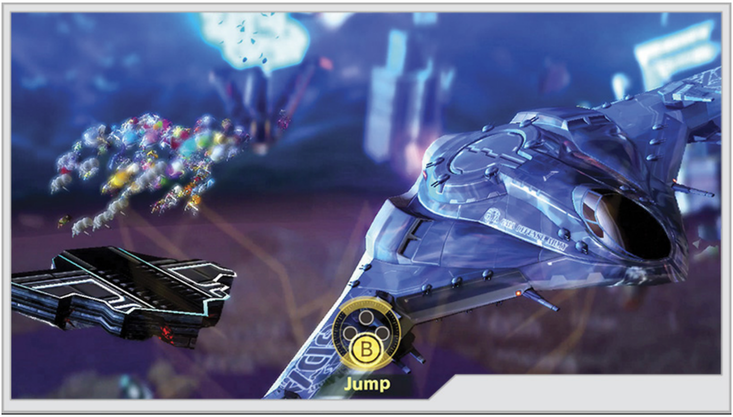


Following another round of verbal jousting and melodrama, Gimme summons a pair of Dooras to attack you. Shortly after you dispatch them, an Ankho makes its presence felt.





With the Ankho no longer in the picture, four pillars rise around the deck elevator, each armed with a cannon, and a laser beam traces a line of destruction on the ground. Moments after the laser passes, flames erupt in its wake. Stay mobile to avoid taking direct hits, and concentrate on destroying the turrets. Keep in mind that even if the turrets are destroyed, the pillars will still fire lasers at you.

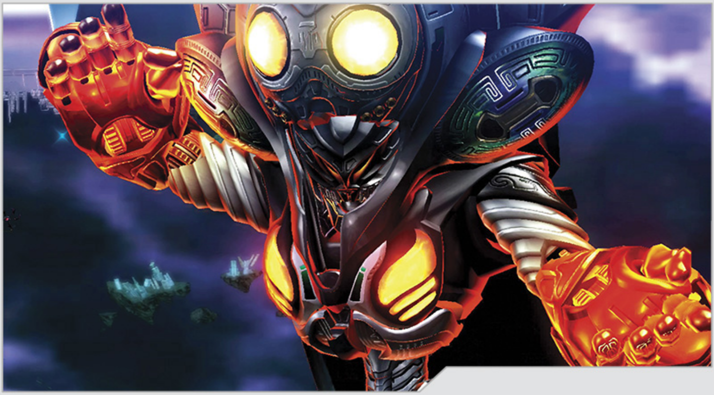


As you wipe the turrets out, Unite Hammer the pillars back inside Gimme's ship. This causes catastrophic damage to the ship, and as it collapses, you're forced to Wonder-Jump to a passing GDA fighter commandeered by Immorta.

The loss of the ship doesn't appear to have slowed Gimme down a whole lot, though.

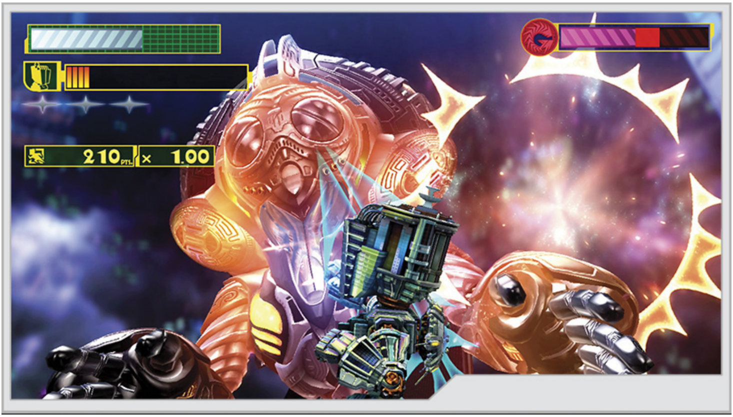
Phase Three

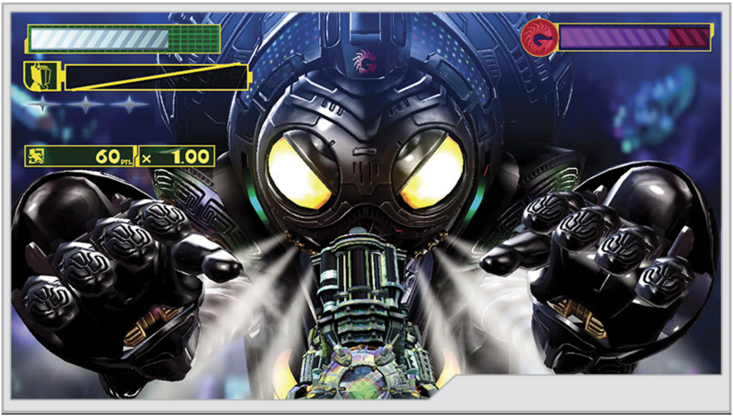
GEATHJERK Encounter: Giga-Goojin



Gimme's specially customized assault mech, the Giga-Goojin, is the assault platform at its absolute peak. Using a special control system that allows the machine to mimic the movements of its commander, the Giga-Goojin is significantly more powerful than the vast majority of GEATHJERK armor. Specializing in brute physical combat, the Giga-Goojin stands unequalled and unrivaled.

A series of events places you in command of the Platinum Robo, the one combat machine available that can stand up to Giga-Goojin. The stage is set for another exciting boxing match!

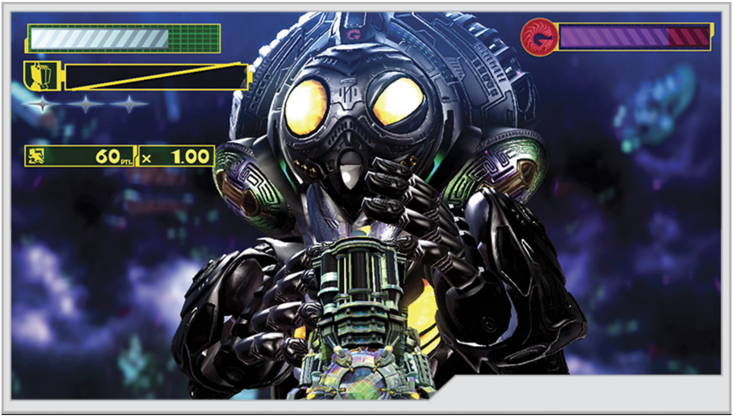




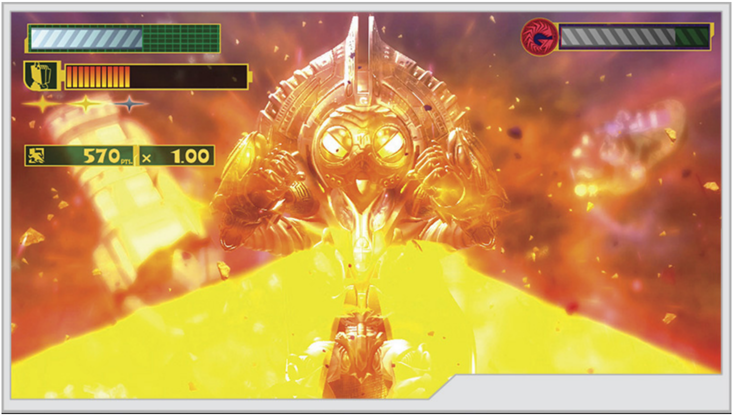
Fundamentally, this fight is very close to fighting Wallgah-Goojin. Giga-Goojin has the same basic punches and kicks that Wallgah-Goojin had, a counter-headbutt, and the ability to fire lasers from its eyes as opposed to its mouth. Giga-Goojin's kick arsenal is slightly expanded, adding a faster set of straight kicks.

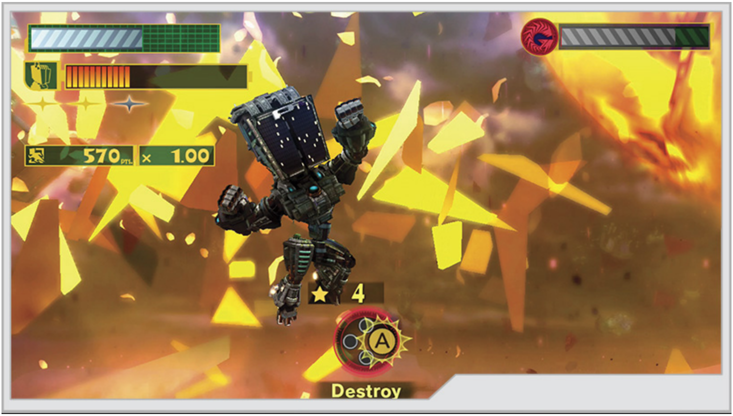
As with the fight against Wallgah-Goojin, Platinum Robo has the ability to gain stars to build up a KO Punch and can build up a Special Laser meter to further punish Giga-Goojin should you manage to stun it. You can still cross-counter punches from Giga-Goojin, setting up opportunities for Special Lasers or KO Punches.

However, in addition to being a stronger and faster fighter, Giga-Goojin is definitely calmer and more precise. There will be times during the fight where he simply does not attack and waits for you to initiate. He'll still try for a hopeful drill uppercut every now and then, but you'll typically see it more often during moments when you're dizzied.

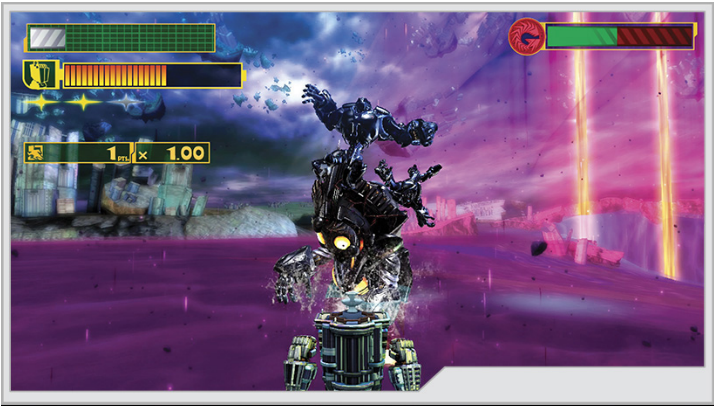


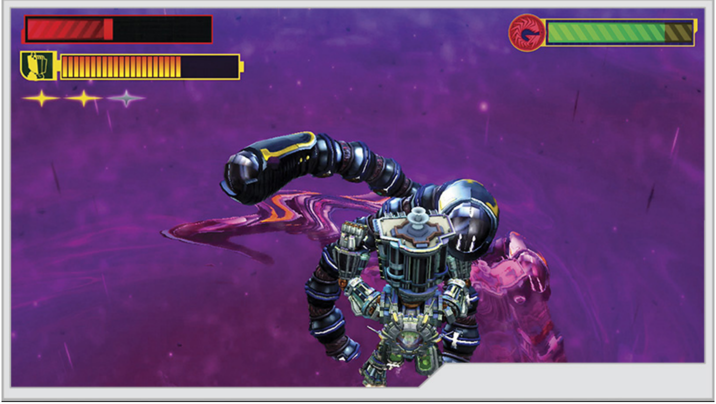
As with the Wallgah-Goojin, Giga-Goojin has “tells” on his face that let you know what punch he’s going to hit with. Watch the large bulbs on his forehead and the eyes on his face to determine what fist is headed your direction. Of course, for larger punches like uppercuts or low blows, he’ll throw his body into the windup for the punch, and that will be your only tell before he cuts loose.

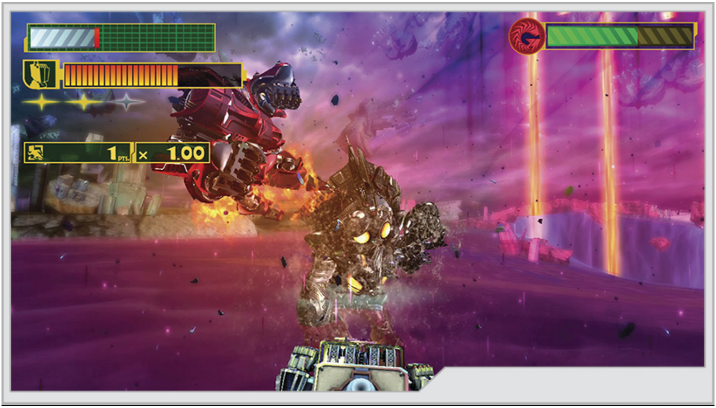




After draining through a large chunk of Giga-Goojin's overall health, an event occurs where he fires a hard-light laser beam that you must punch your way through before delivering a colossal blow. This thoroughly upsets Gimme, and he takes things to the next level.

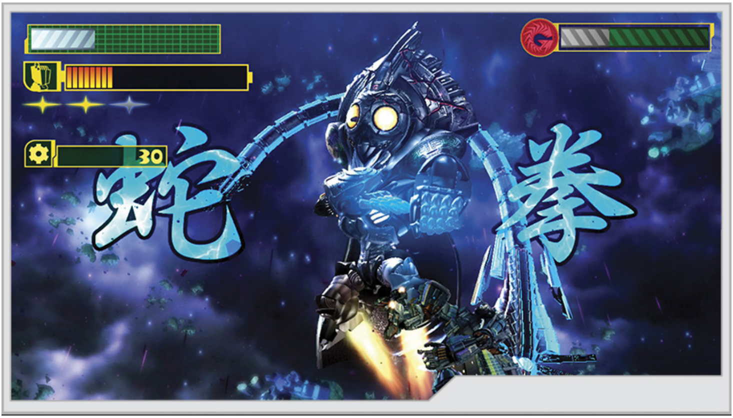




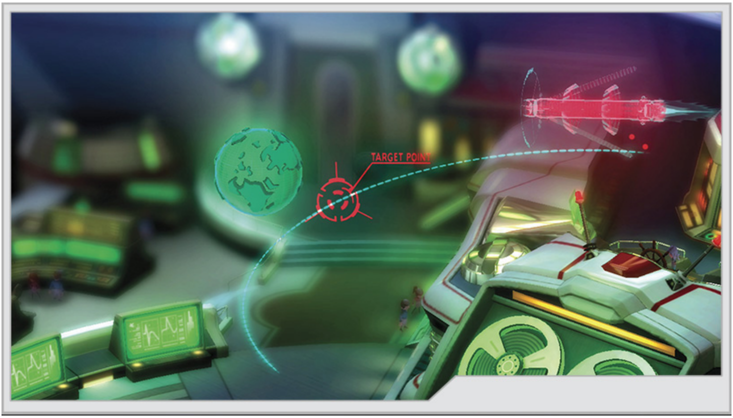


Giga-Goojin starts using many new attacks. He'll start throwing hapless Gah-Goojin and fireballs at you and even summon a horde of tentacles from the waters below to try and grab on to you. You can punch aside the Gah-Goojin and even punch the fireballs right back at Giga-Goojin. The tentacles should be avoided at all costs by dodging to the side just before they come out of the water.

If the tentacles do grab on to you, follow the onscreen prompts to escape, and do this as quickly as possible.



Of all the attacks Giga-Goojin gains during the second half of the match, the most frustrating is the Kaizor Diejeah. He will hover in the sky, symbols lighting up the screen, and wave an arm to the left, right, or straight down. The snake orbiting behind him will suddenly rush at you from either side of the screen or from above, following the order of his arm movements at roughly the same intervals. Blocking these is not an option, as eventually your guard will break. To avoid any attacks from above, you can sidestep, but the attacks from the side can only be cleanly dodged by jumping straight up with the correct timing. If there is an attack that will ruin a Pure Platinum run on this boss, it is this.



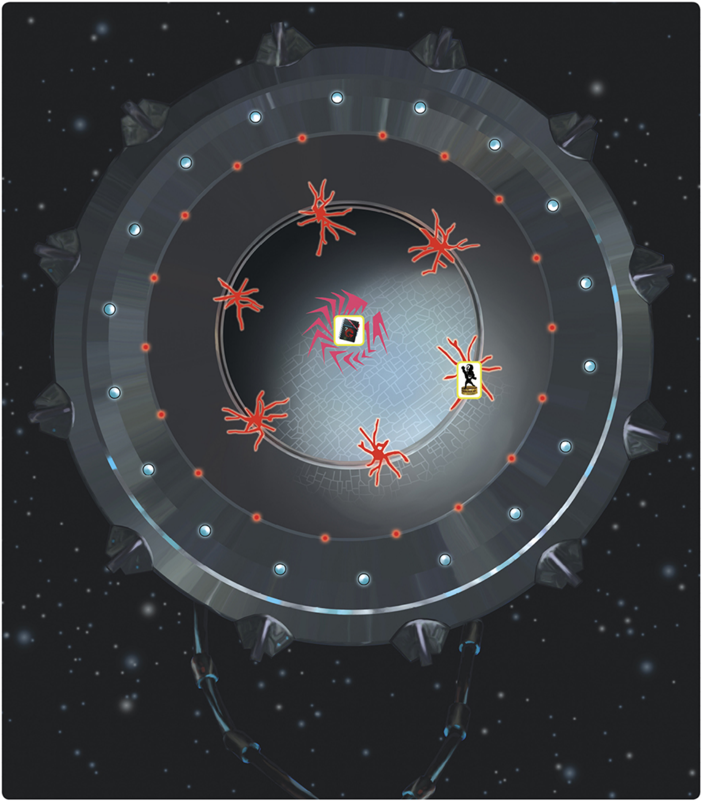
The fight is over once you manage to drain all of Giga-Goojin's health. Prepare for shocking revelations, and the sounding of the horn that heralds the apocalypse. Could your efforts up to now have been for naught? Is humanity well and truly doomed? More importantly, was the statement "The impossible is possible when you're Wonderful, baby!" a lie all along?!

Operation 009: Exoatmosphere

Margarita has fallen, and humanity's silver bullet, the Shirogane Comet, drifts lifeless and out of orbit. With almost nothing to stop them, the ludicrously massive GEATHJERK fleet descends upon the Earth.

The Wonderful One-Double-Oh isn't out of the fight just yet. Platinum Robo is still at their side, and after awakening to a new level of power, the construct takes the heroes into space for one last battle. One last chance to save the world.

Operation 009-A



- PLATINUM COINS
- GEATHJERK FILES
- WONDERFUL FILES
- WONDERFUL FIGURES
- UNLOCKABLE HEROES
- HAMMER SPOTS
- HERO HEART FRAGMENTS
- 3 WAYPOINTS

Mission 1

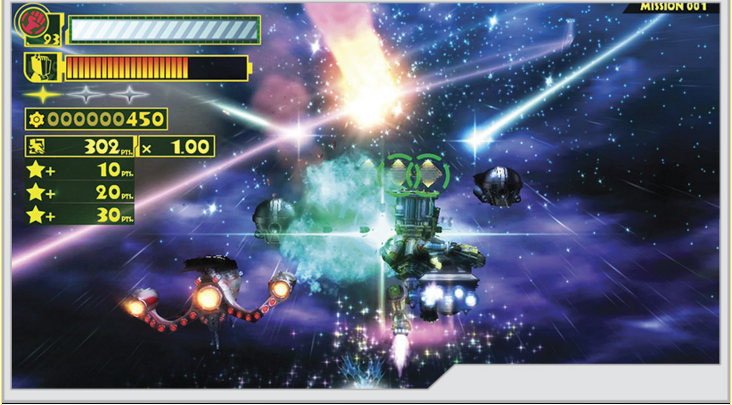
Medal Requirements

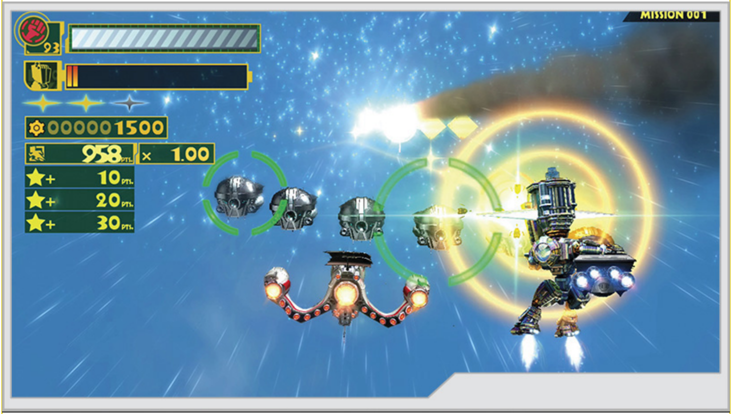
Enemies Present (All Difficulties)

Shooter Segments: Cough-Foon, Tumeekey, Gunchew

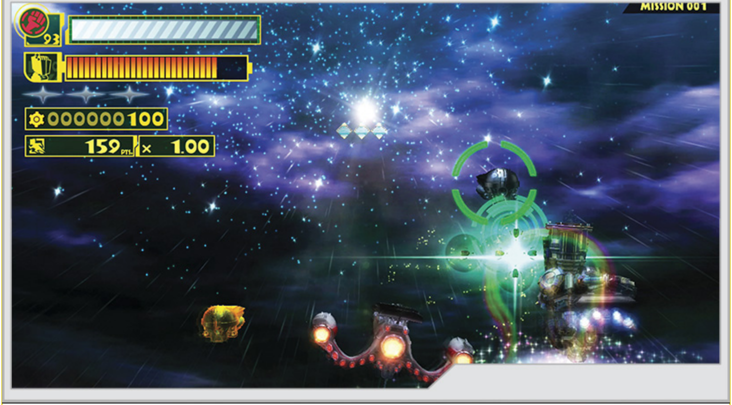
On the Envan: Doora x2, Megang

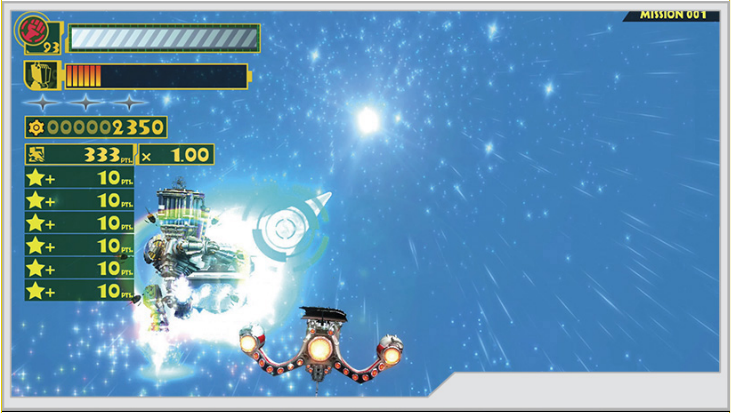
After the opening cutscenes finish establishing the severity of the situation, Platinum Robo takes off and “borrows” a Cough-Foon to use as a weapon, and you’re thrust into high-speed shooting action. Study up on the control instructions provided by the game just before the fighting begins, and get ready!



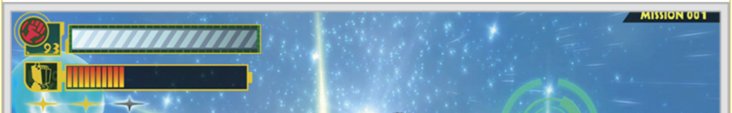


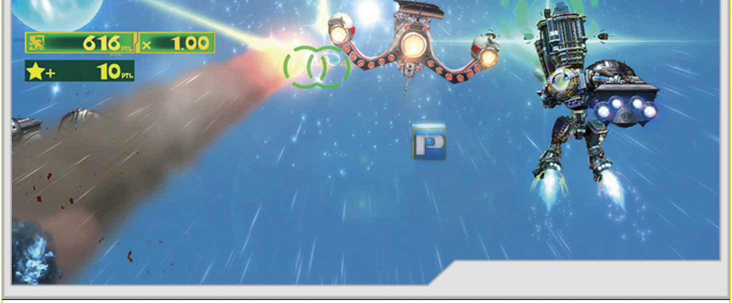
From various points on the screen, formations of Cough-Foons and Tumeekeys will fly into view, firing energy bolts at Platinum Robo. Try not to sit directly in front of where the enemy flies onto the screen, as you may take unnecessary hits simply because you will not see them coming. Platinum Robo has two types of basic attacks: regular shots and homing shots. Firing homing shots consumes your Unite Gauge, and if it's empty you'll only be able to fire regular shots. Make them count by locking on to large numbers of enemies by guiding the target reticle over them with the Right Stick. Your firepower is further bolstered by the Virgin Victory, which will mimic your movements and fire regular and homing shots at your enemies.





Always keep an eye out for gold Cough-Foons: These will drop stars. You need to collect three of these to be able to fire the High-Powered Laser. The High-Powered Laser will demolish nearly anything it touches in a single hit, and even large and more protected targets will not last very long if the beam remains focused on them.





You can boost the power of your regular shots by collecting power-up boxes with the Platinum logo on them. This gives your regular shots a wider range, which makes hitting targets much easier.

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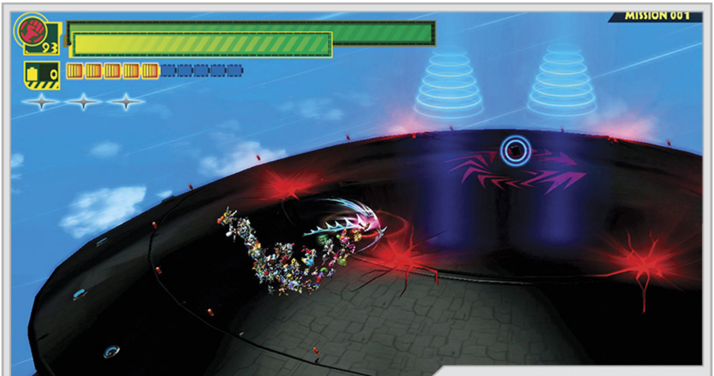
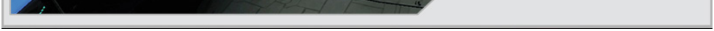
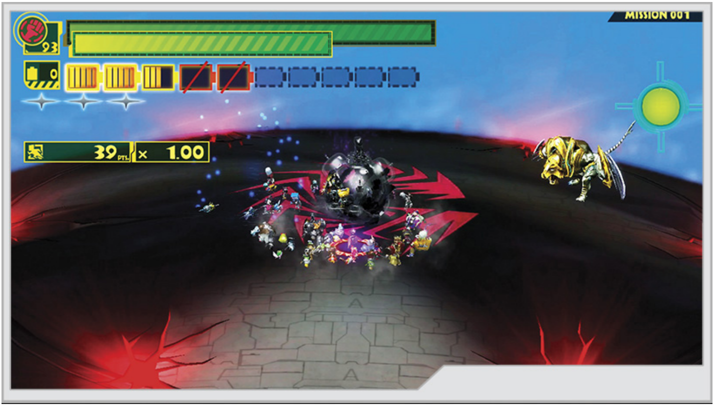
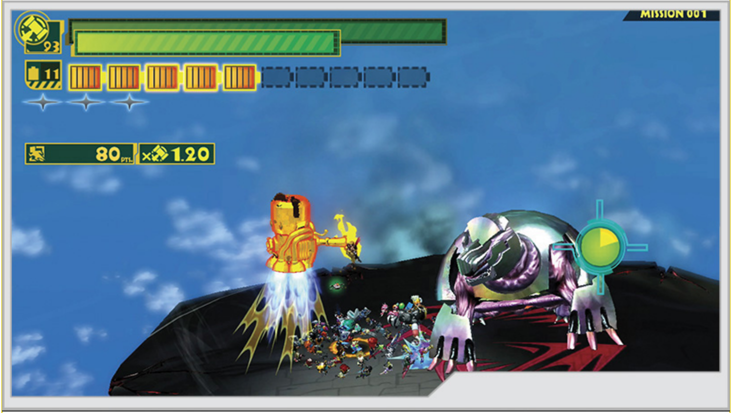
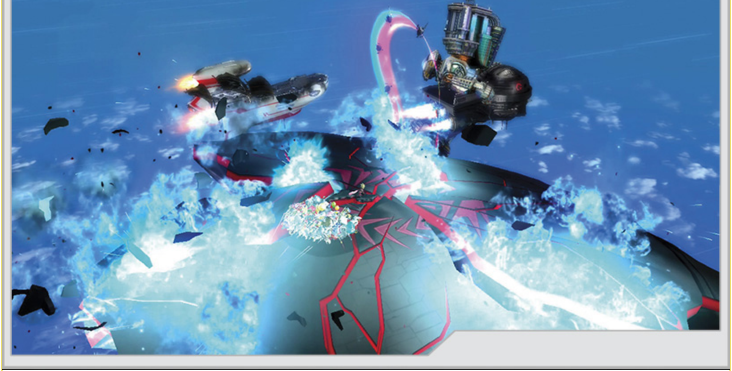




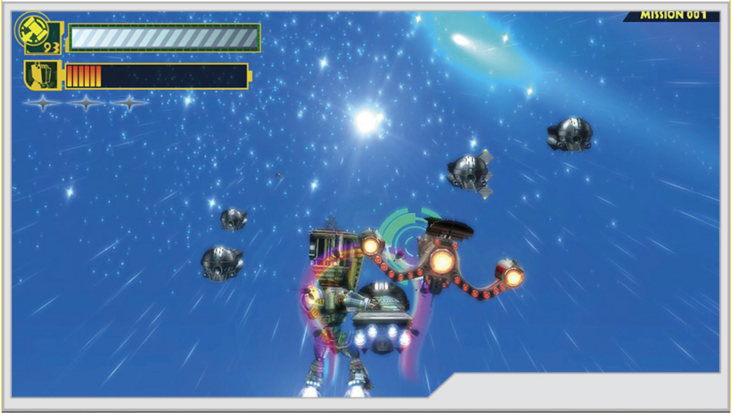


After flying and fighting for a few minutes, an Envan intercepts Platinum Robo, restraining it and forcing the team to disembark and deal with the Envan personally. As you do, two Dooras will teleport in to fight you. Between the two Dooras that spawn in is GEATHJERK File No. 43. After you beat them, you'll have to hammer away at the cracks on the Envan's head. Make sure you don't miss out on hammering a secret location to recover Wonderful Figure No. 88!





After hammering all of the cracks you can see, most of the Envan falls away, leaving its central core. A Megang teleports in to try and stop you. Once you defeat it, you're prompted to smash a Unite Hammer into the center of the Envan to destroy it; then you must Wonder-Jump back to Platinum Robo to continue the shooting action.



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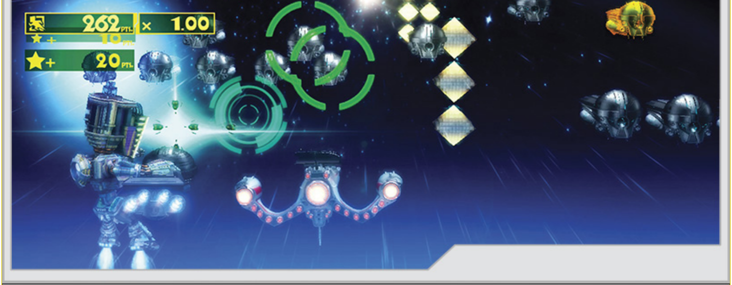
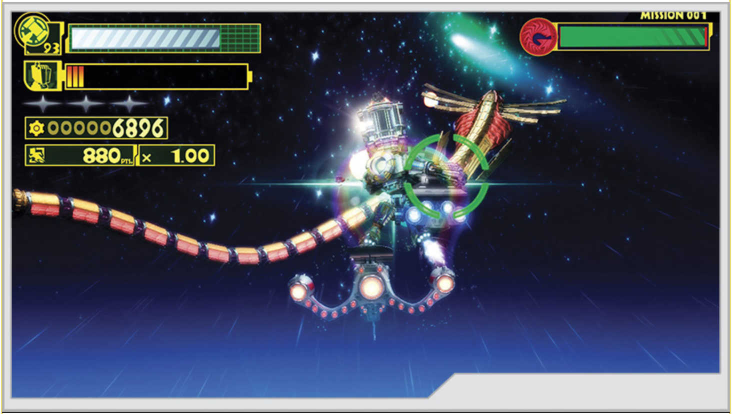
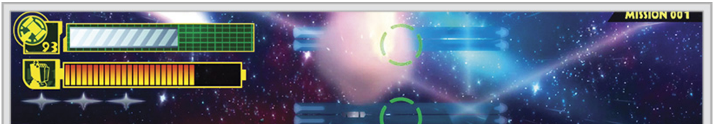
MISSION 001

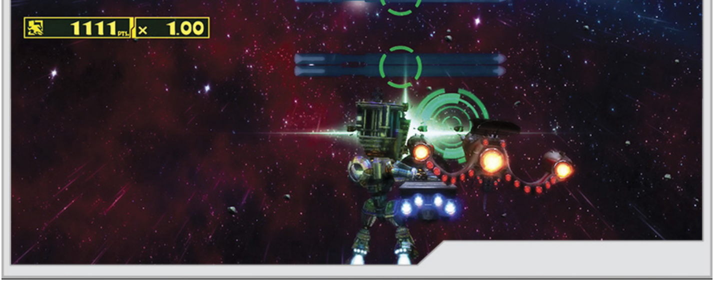


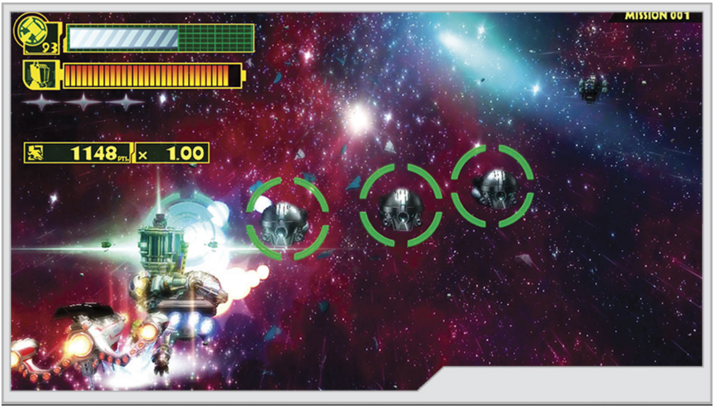
The action intensifies during the second shooter section. Again, stay mobile and don't linger in front of groups of enemies to minimize the chances of taking damage. You're still being rated for Mission 1 at this point!

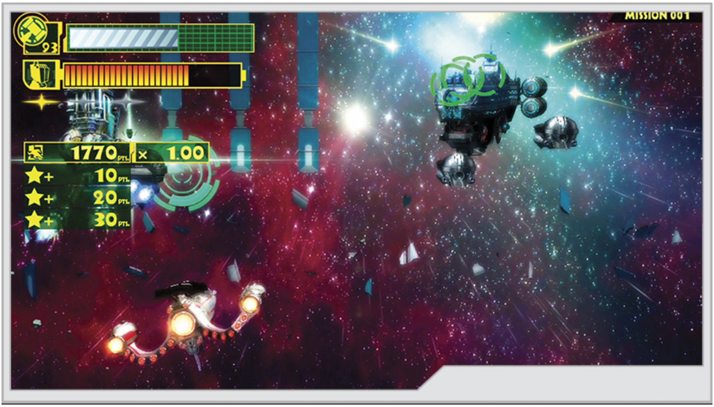


Eventually a Kaizor Diejeah makes an appearance. It is extremely vulnerable to homing shots, and you're able to lock a shot onto every segment of its body provided you've got the meter to support it. Watch out for its fireballs and pour on the heat until you take it down.







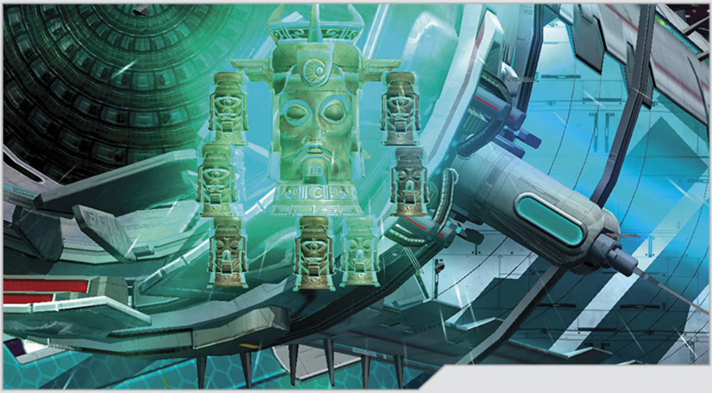


Large constructs appear to be lined up vertically and horizontally in front of you as you leave behind the destroyed Kaizor

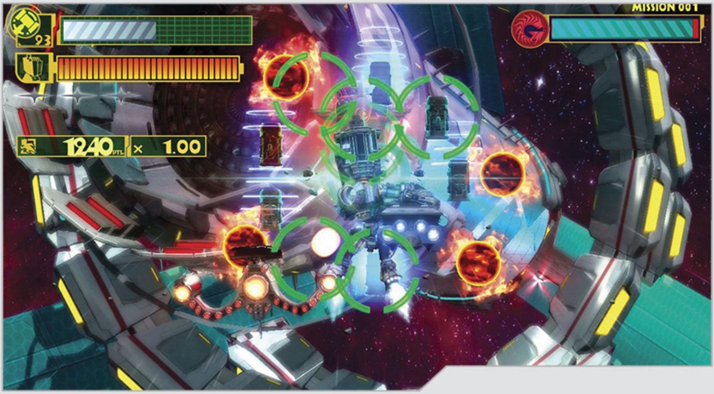
Diejeah. Destroy these obstacles with homing shots. By this point you're finally starting to reach the front lines of the GEATHJERK armada, with the Shirogane Comet growing larger by the second.

You'll still be harassed by waves of Cough-Foon and Tumeekey, but you'll also start to see large battle cruisers rushing at you from in front. These big ships can take a lot of punishment, but the High-Powered Laser can scrap 'em before they bring their big guns to bear on Platinum Robo. We do recommend holding on to your High-Powered Laser at this point, as eventually the Jerks send out a new weapon as you close in on your objective.

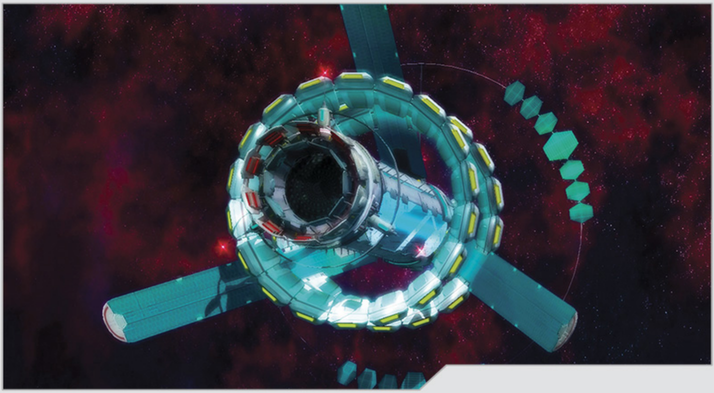
GEATHJERK Encounter: Gunchew



Sporting an odd design, the Gunchew is an unmanned space fighter that augments its combat capabilities with a swarm of smaller drones that orbit rapidly around it, overwhelming targets with a barrage of firepower. Though it is designated a fighter, its size is comparable to that of Platinum Robo itself!



Fighting Gunchew is all about avoiding being in front of it. Work the homing shots from safe angles, but keep up the regular shots, too, as destroying the smaller drones surrounding Gunchew restores your Unite Gauge. You'll likely run out of energy to use homing shots with, so hopefully you've recovered as many power-ups as possible to juice up your guns, which will let you keep damaging the Gunchew in relative safety. The Gunchew will continuously summon replacement drones while unleashing fireballs in a variety of patterns, so you're never free of their threat until the Gunchew is destroyed.



The Shirogane Comet awaits.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	9:30	10:00	11:00	12:00	Very easy
Time	9:30	10:00	11:00	12:00	Easy
Time	9:30	10:00	11:00	12:00	Normal
Time	9:30	10:00	11:00	12:00	Hard
Time	9:30	10:00	11:00	12:00	101% Hard
Combo	18000	16000	14000	10000	Very easy
Combo	20000	18000	16000	12000	Easy
Combo	22000	20000	18000	14000	Normal
Combo	24000	22000	20000	16000	Hard
Combo	25000	23000	21000	17000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal

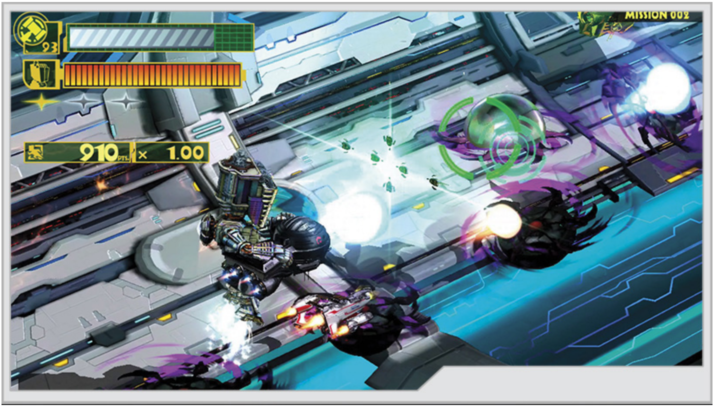
Damage	0	500	1000	2000	Hard
Damage	0	500	1000	2000	101% Hard

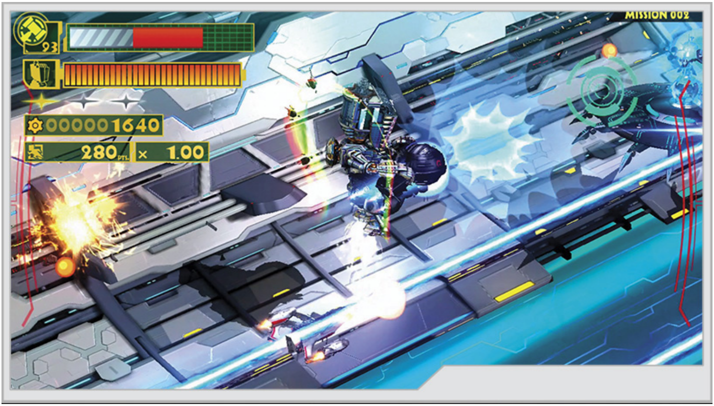
Mission 2

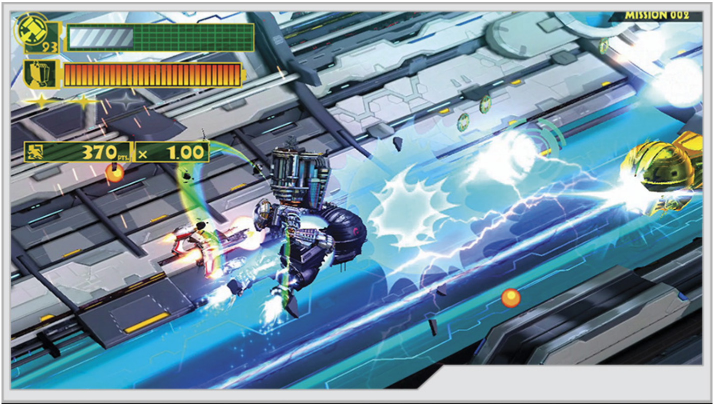
Medal Requirements

Enemies Present (All Difficulties)

Dough-kun, Cough-Foon, Megang, Kaizor Diejeah, Kaizor Ohrowchee

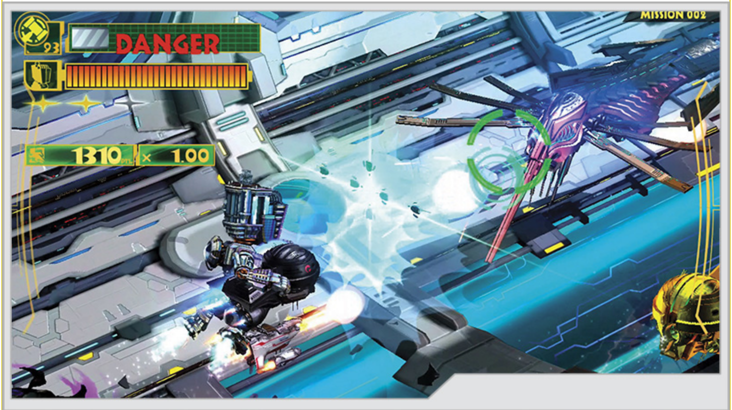




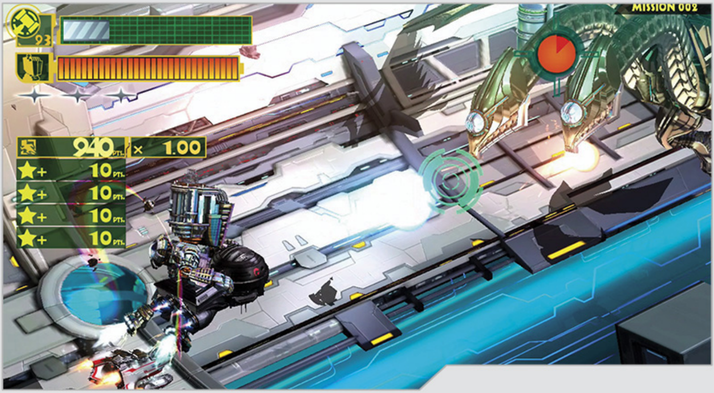


If there is any mission that will ruin your Pure Platinum run of Operation 009-A, it is definitely this one. Taking place from an isometric perspective, you must guide Platinum Robo down a narrow trench, avoiding swarms of enemies that attack from in front and behind. Waves of fighters charge in from the front, while Megang formations roll in from behind. Cough-Foon present the most significant threat, as their beams are capable of causing heavy and continuous damage to Platinum Robo. You can go from full health to the continue screen in seconds if you remain in the line of fire. More problematic is your limited field of view, which makes it a challenge to properly position yourself safely from all various enemies' attempted ramming attacks. It's best to try and stay as centered in the trench as possible, making adjustments as the situation demands. If you start straying too much to the sides, you'll be in position for a Cough-Foon to blast you or a Megang to ram you.

Most problematic is the size of Platinum Robo's hit box. As a rule, even if an enemy or an attack looks like it's going to just barely miss hitting PR's head, don't take the chance and maneuver farther away from the danger.



A Kaizor Diejeah marks the halfway point to this mission, running down the center of the trench while Megang swarm on the sides from behind you. A High-Powered Laser can make this short encounter much shorter and less stressful, but if possible we definitely recommend holding on to your High-Powered Laser shot for the final confrontation of the mission.



After several more sets of enemies follow the attack of the Kaizor Diejeah, a Kaizor Ohrowchee takes center stage. If you don't have the High-Powered Laser available, prepare to work for this fight. Kaizor Ohrowchee will fire large spreads of fireballs that require you to fly an elaborate path around them, usually putting you in range of the monster's spinning tail swipe. This is why conserving the High-Powered Laser is recommended! The faster this dragon is turned to scrap, the fewer chances it will have to ruin a Platinum run.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:40	3:00	3:20	3:40	Very easy
Time	2:40	3:00	3:20	3:40	Easy
Time	2:40	3:00	3:20	3:40	Normal
Time	2:40	3:00	3:20	3:40	Hard
Time	2:40	3:00	3:20	3:40	101% Hard
Combo	2500	2000	1500	1000	Very easy
Combo	3500	3000	2500	2000	Easy
Combo	4500	4000	3500	3000	Normal
Combo	5000	4500	4000	3500	Hard
Combo	5500	4500	4000	3500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy

Damage	0	500	1000	2000	Normal
Damage	0	500	1000	2000	Hard
Damage	0	500	1000	2000	101% Hard

Mission 3

Medal Requirements

Enemies Present (All Difficulties)

GEATHJERK Invasion Armada

MISSION 003
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11
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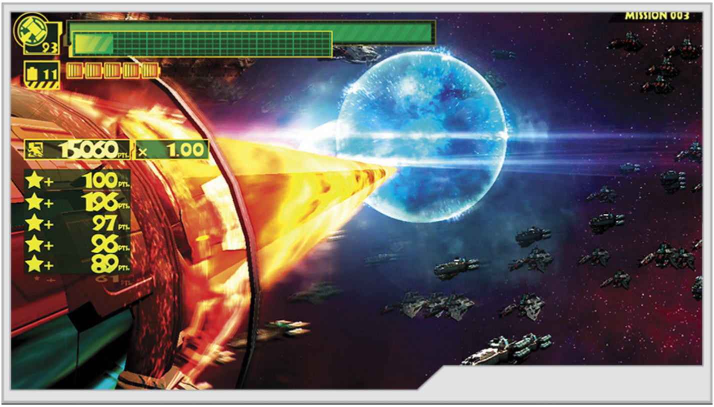
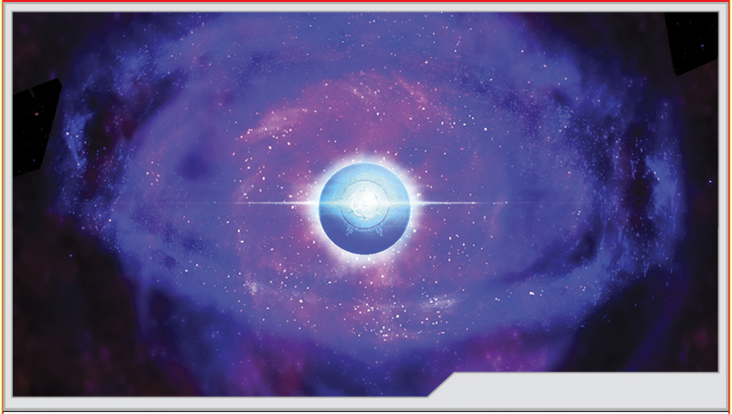
★+ 100 PTS.
★+ 100 PTS.
★+ 200 PTS.
★+ 200 PTS.
★+ 200 PTS.
★+ 189 PTS.



This is it. After fighting your way past the GEATHJERK forces defending the Shirogane Comet's firing mechanism, it's time to win this war. As soon as the weapon fires and you're given control, your job is to sweep the stars of Jerks. The Platinum rank relies heavily on destroying the enemy forces as quickly as possible. Start on one side of the fleet and systematically work your way through it. Ships that might have slipped past your wrath will be indicated with arrows on the side of the screen. With the fleet destroyed, Earth has been saved!

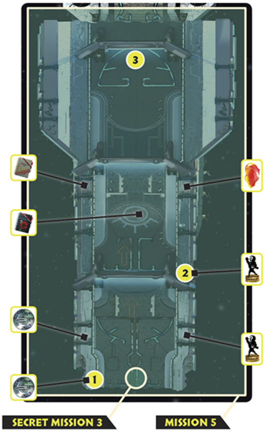
GEATHJERK Encounter: GEATH-Wahksay

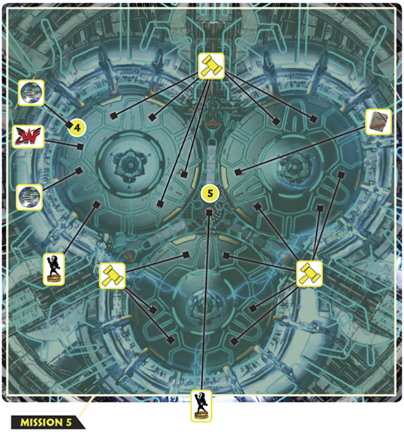


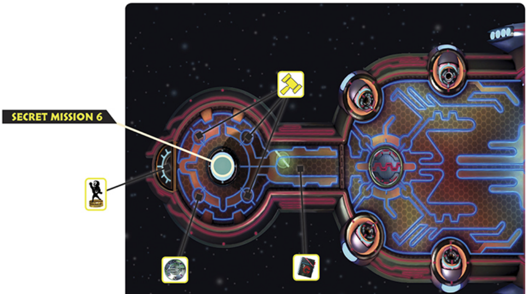
Or not. Earth is definitely not saved.

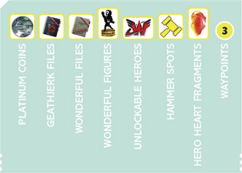
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:50	0:55	1:00	1:05	Very easy
Time	0:50	0:55	1:00	1:05	Easy
Time	0:50	0:55	1:00	1:05	Normal
Time	0:50	0:55	1:00	1:05	Hard
Time	0:50	0:55	1:00	1:05	101% Hard
Damage	39000	38000	37000	36000	Very easy
Damage	39000	38000	37000	36000	Easy
Damage	39000	38000	37000	36000	Normal
Damage	39000	38000	37000	36000	Hard
Damage	39000	38000	37000	36000	101% Hard

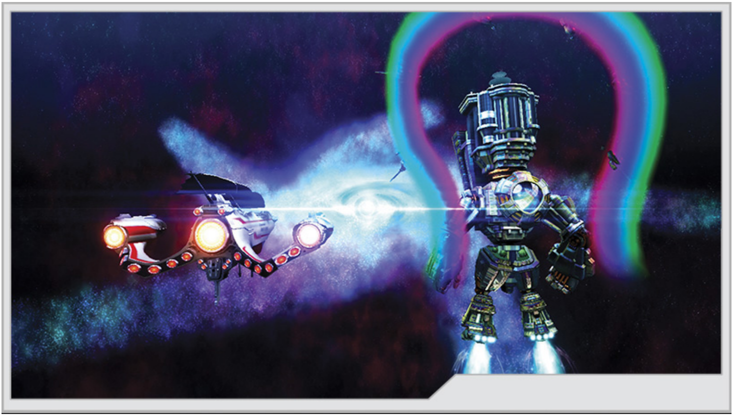
Operation 009-B











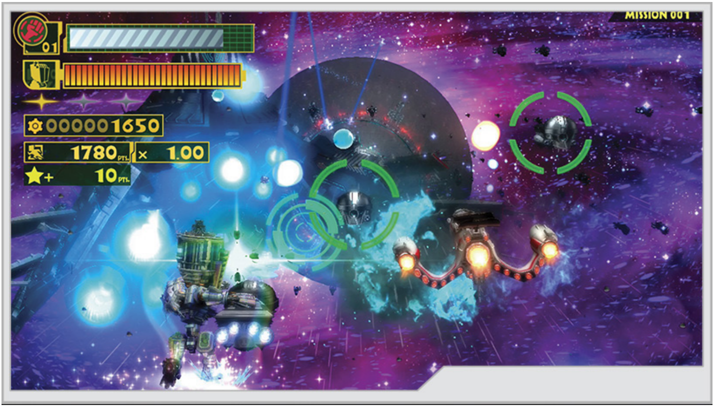
Picking up where Operation 009-A left off, the Virgin Victory and Platinum Robo blast off to strike at the GEATHJERK Federation's ultimate ace in the hole. Retreat was never an option.

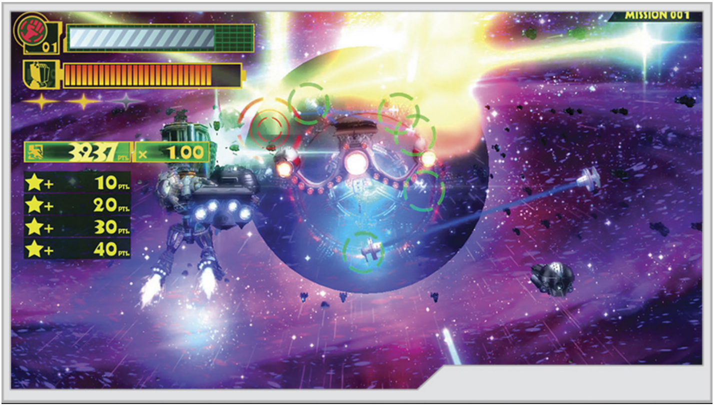
Mission 1

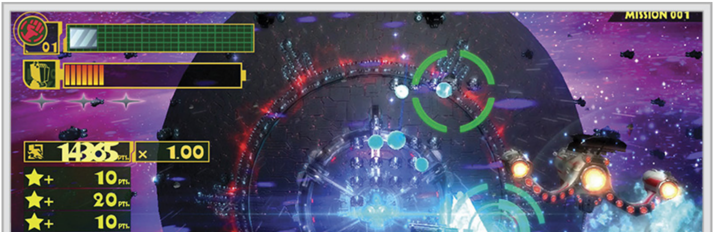
Medal Requirements

Enemies Present (All Difficulties)

Cough-Foon, Tumeekey

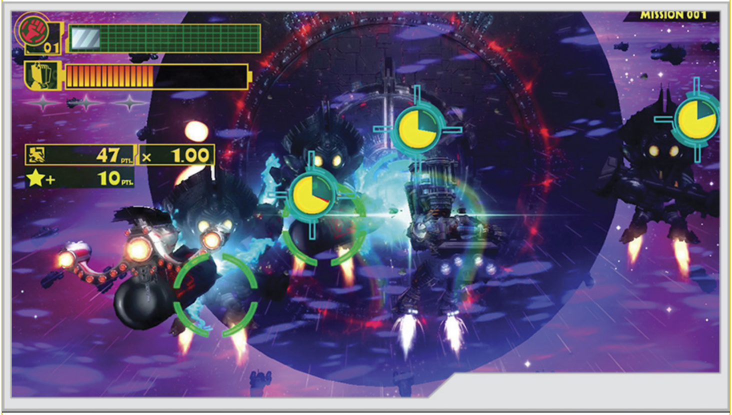


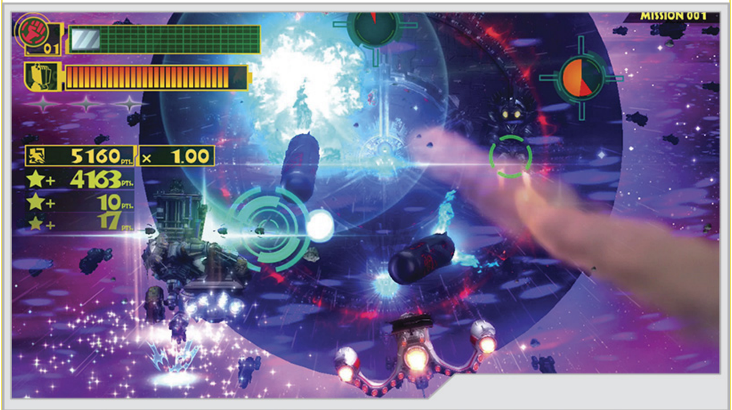




30 PTS.
10 PTS.
10 PTS.

Expect more swarms of Cough-Foon and Tumeekey to strike here, with GEATHJERK battle cruisers sweeping in from the sides of the flight corridor. The Jerks are also deploying laser mines that obstruct your route with energy beams stretched between two emitters. Lock on to these for homing shots or destroy them with regular shots, contributing to your score. There are significantly more enemies as you get closer to the GEATH-Wahksay, so sweep the lock-on reticle across the screen as much as possible to find and destroy targets.





After breaking through the heavy enemy defenses, you're attacked by a trio of Giga-Goojin, all of whom are configured for long-range combat. That would be a mistake on their behalf. Keep weaving around their attacks, landing homing shots and regular shots every time the opportunity arises. Bringing this elite squadron down completes the first mission.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	4:30	5:00	6:00	8:00	Very easy
Time	4:30	5:00	6:00	8:00	Easy
Time	4:00	4:30	5:30	7:00	Normal
Time	4:00	4:30	5:30	7:00	Hard
Time	4:00	4:30	5:30	7:00	101% Hard
Combo	16000	14000	12000	8000	Very easy
Combo	18000	16000	14000	10000	Easy
Combo	20000	18000	16000	12000	Normal
Combo	22000	20000	18000	14000	Hard
Combo	24000	22000	20000	16000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	500	1000	2000	Hard
Damage	0	500	1000	2000	101% Hard

Mission 2

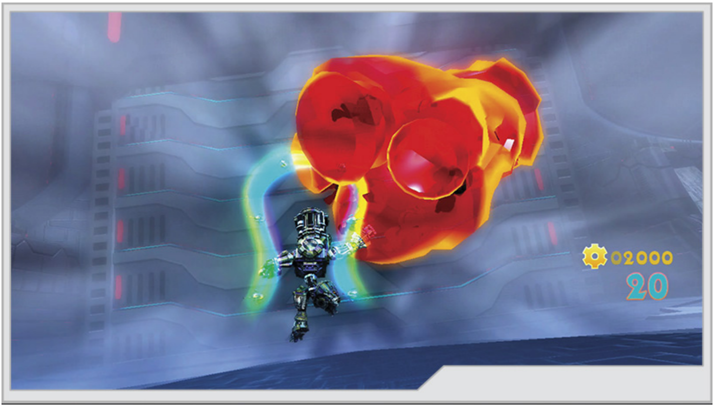
Medal Requirements

Enemies Present (All Difficulties)

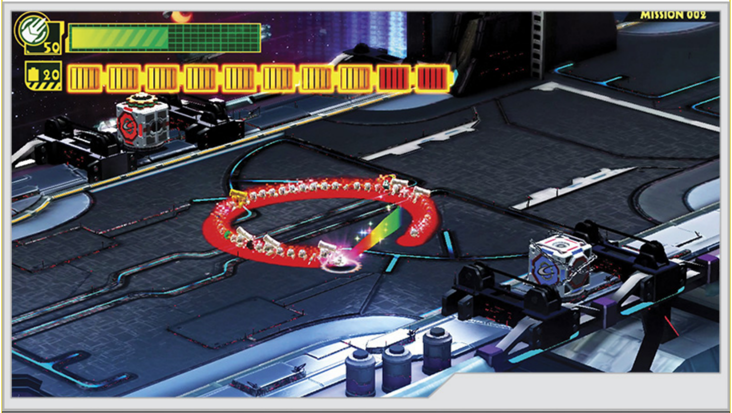
Gah-Goojin, Vaaiki

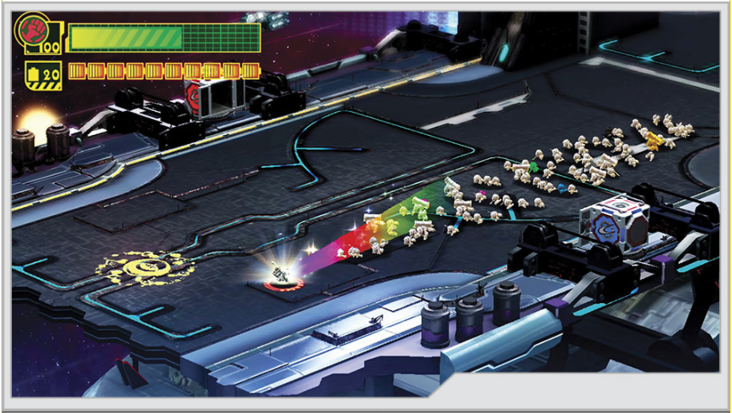
01
MISSION 002

02
MISSION 002



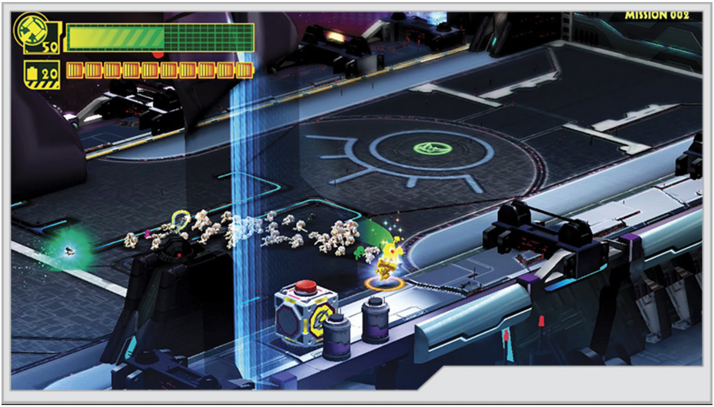
[1] Shortly after landing on the deck of one of GEATHJERK's cruisers, you can immediately collect a Platinum Coin right next to your starting position. Afterward, move forward while collecting all of the Wonderful Batteries in the area until you reach a sealed door. This will trigger a swarm of Gah-Goojin to come pouring out from smaller hangars flanking the big door. Knock these foes out with Platinum Robo's punches and kicks to be able to transfer a member of your team to these combat mechs. With your army partially restored, you regain full access to all of your Unite Morph abilities! Now you can pound through the sealed door to reach the area beyond.

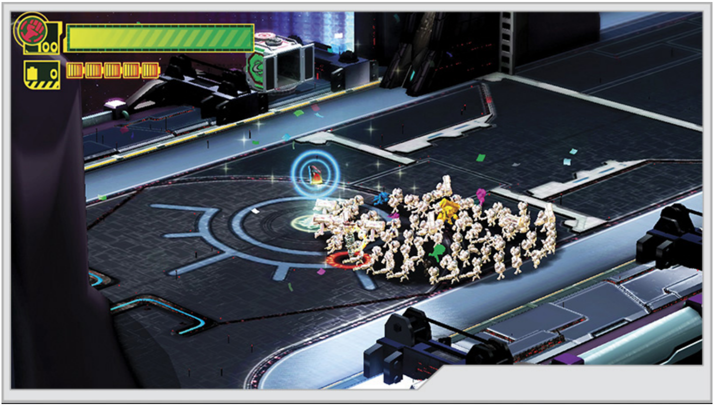


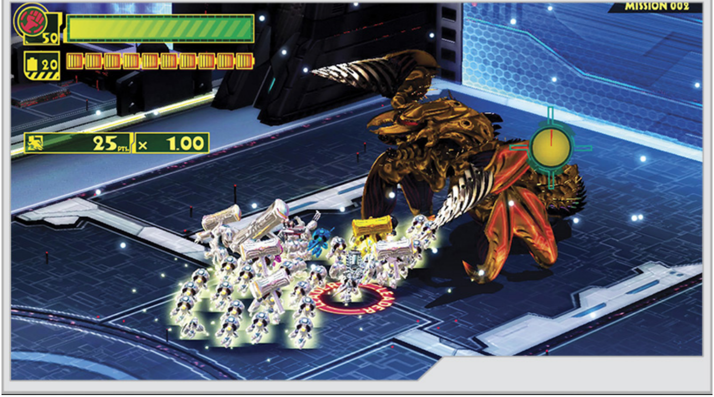


Note

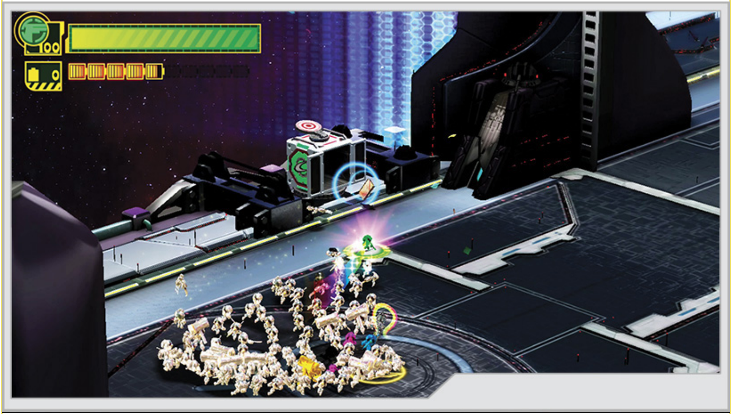
After you advance to the next part of this zone, blue and red supply boxes will appear in the first section. They contain Wonderful Figure No. 19 and a Platinum Coin. Additionally, once Mission 2 is complete, you can return back to the first section to find a Kahkoo-regah portal.

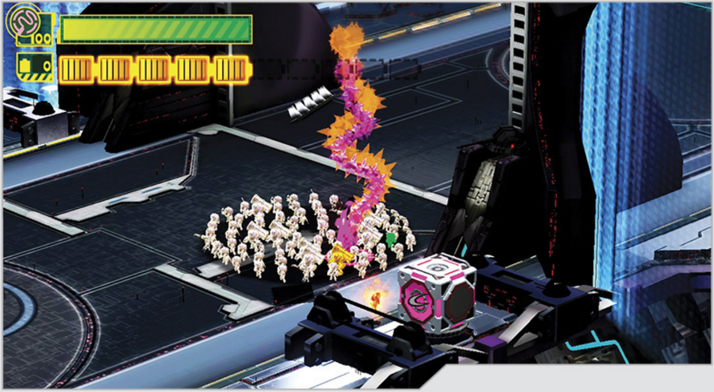






[2] Just beyond the door is a yellow supply box with Wonderful Figure No. 84. You can also circle a Wonder-Liner around the eye-shaped symbol on the ground in front of the door for GEATHJERK File No. 35. More Gah-Goojin swarm from hangars flanking a second sealed door. Once you've commandeered these mechs to your cause, a Vaaiki teleports into the area, ready for a fight. Once it's out of commission, you can destroy the second sealed door to move onward.





Note

Pink and red supply boxes will appear in the second section after you enter the third section. They contain a Hero Heart Fragment and Wonderful File No. 21. Don't forget—once Mission 2 is complete, you can return back to the first section to find a Kahkoo-regah portal to reach Secret Mission 3.

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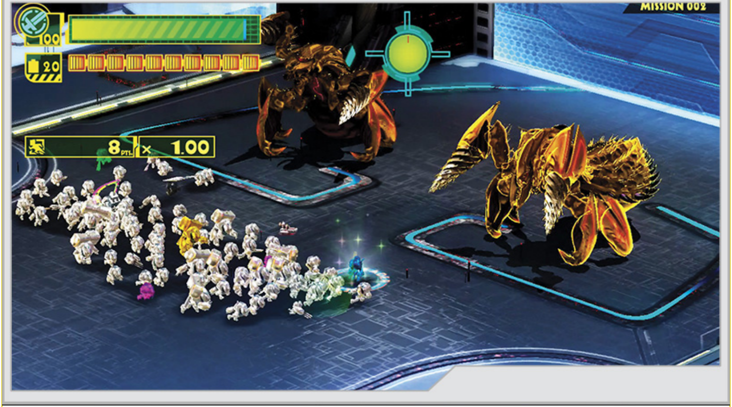


[3] A third sealed door stands between you and your goal. Once again, a swarm of Gah-Goojin will rush your team. Once you've added these new recruits, you should have a 100 mech team. Two Vaaiki join the brawl shortly after you've dealt with the Gah-Goojin. This completes Mission 2! Now go back, collect any items you've missed, and return to where you started this excursion. You find a Kahkoo-regah portal.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:00	6:00	7:00	8:00	Very easy
Time	5:00	6:00	7:00	8:00	Easy
Time	5:00	6:00	7:00	8:00	Normal
Time	5:00	6:00	7:00	8:00	Hard
Time	5:00	6:00	7:00	8:00	101% Hard
Combo	2000	1500	1000	500	Very easy
Combo	3000	2500	2000	1500	Easy
Combo	4000	3000	2000	1000	Normal
Combo	5000	4000	3000	2000	Hard
Combo	6000	7000	6000	5000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard

Secret Mission 3

Medal Requirements

Enemies Present (Normal)

Die-Rixen

Enemies Present (Hard–101% Hard)

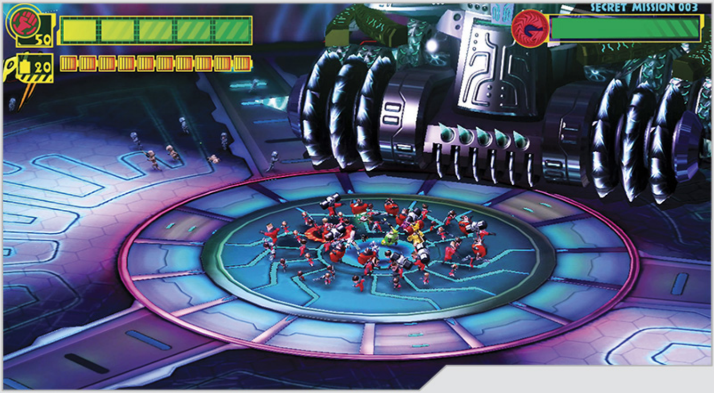
Die-Rixen, Kuzzler x3, You-Hough

Rewards for Completion

Normal Mode: Figure No. 100 Wonder-Antenna

Hard Mode: Figure No. 93 Wonder-Fixit

101% Mode: Figure No. 118 Platinum Robo



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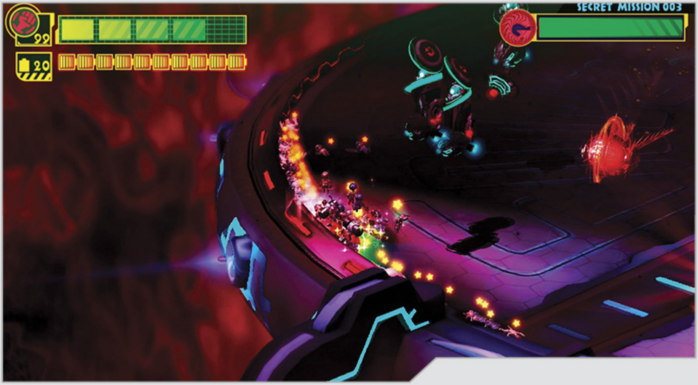
SECRET MISSION 003

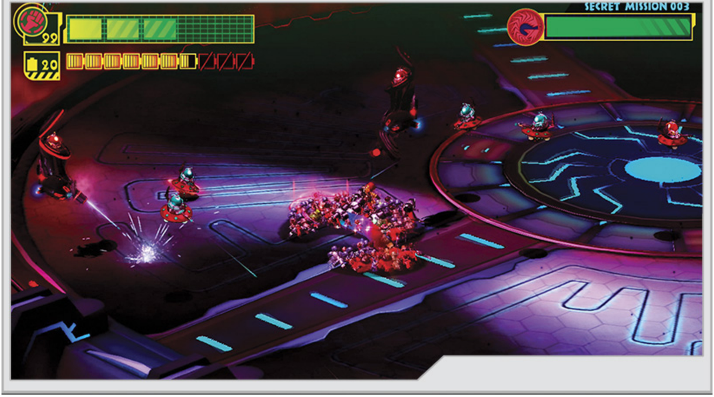
LEADER
LEADER

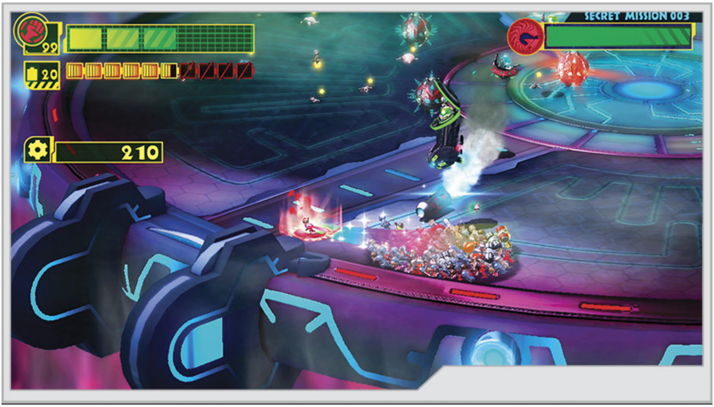
You start this mission with 50 teammates and a large Die-Rixen staring right at you. There are enough civilians in the arena to boost you up to a team of 100 heroes, though collecting them all in time can be tough thanks to the Die-Rixen's artillery fire and its ability to suddenly dash across the arena and run over whole crowds of civilians.

Realistically, you don't actually need the extra manpower. Concentrate on avoiding artillery and firing back any cannonballs the Die-Rixen fire using Unite Gun or Whip to stun it. Then climb up to its main turret, pry it open with Unite Claw, and go berserk on its weak point.

Hard and 101% Hard Mode



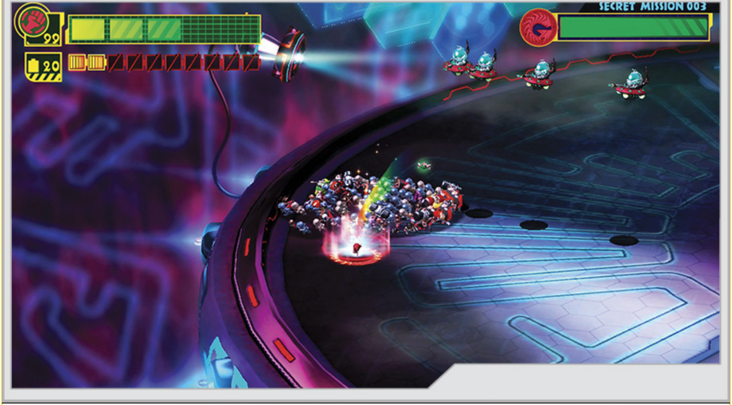


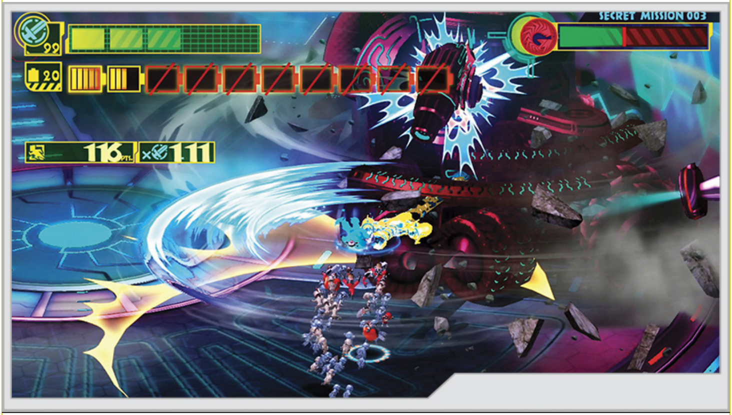


Secret Mission 3 on Hard or 101% Hard will likely be the source of more completely ruined Pure Platinum runs than just about any mission in the game. You start off with the same 50-man team standing in front of a Die-Rixen. However, three Kuzzler have joined the show and the Die-Rixen has learned the ability to summon groups of You-Hough to the battle.

This fight is all about threat management. Your first job is to TRY to get your team up to 100 heroes. There's significantly more enemy fire to be concerned with, which can put a wrench in your plans. But that alone is not as bad as the possibility of having the Kuzzler chain their anti-Unite fields back to back, which more or less completely ruins your offensive capability. Team Attacks can stun one, but if another anti-Unite field appears (and it probably will), your offense is still more or less toothless. Take advantage of any opportunity to stun a Kuzzler, wrap it in a Wonder-Liner for a throw, or have your teammates throw their cannonballs back at them. You're going to spend a large portion of this fight on the run until you neutralize the three Kuzzler.

The other option is to use well-timed Unite Bombs to slow the Kuzzler down while you close in to deal big damage. Easier said than done, of course.





With the Kuzzler gone, the Die-Rixen will not present a significantly greater threat than it did on the lower difficulty modes. The You-Houghs can be annoying but are still fairly easy to manage. It's possible to do this mission without collecting any extra civilians, but the trade-off here is that your Unite Morphs will not be nearly as effective against the enemy.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	11:00	11:30	12:00	12:30	Normal
Time	11:00	11:30	12:00	12:30	Hard
Time	11:00	11:30	12:00	12:30	101% Hard
Combo	9000	10000	11000	12000	Normal
Combo	9000	10000	11000	12000	Hard
Combo	9000	10000	11000	12000	101% Hard
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard

With everything on the ship collected or beaten into submission and recruitment, punch your way through the final door to continue your journey.

Mission 4

Medal Requirements

Enemies Present (All Difficulties)

Gah-Goojin and Wallgah-Goojin

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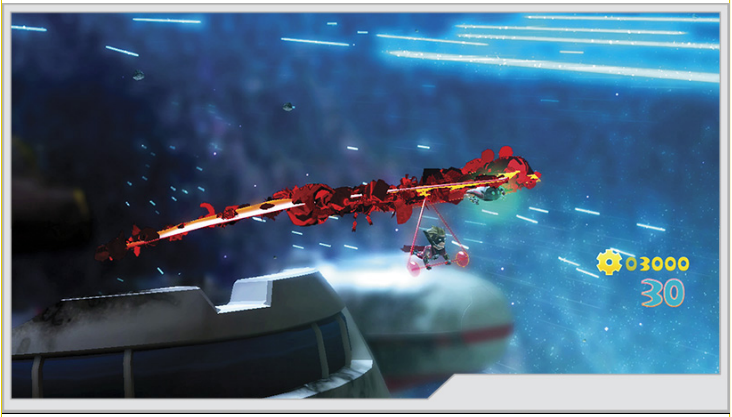
A series of shield bulkheads begin to seal up part of your flight path, and no matter how hard you try, the robots you've commandeered for your team will be destroyed bit by bit as you pass through the increasingly smaller gaps in the shields. At one point you must hold open a shield long enough for the Virgin Victory to pass through, an event that can be failed, sending you back to the start of this section.



MISSION 004
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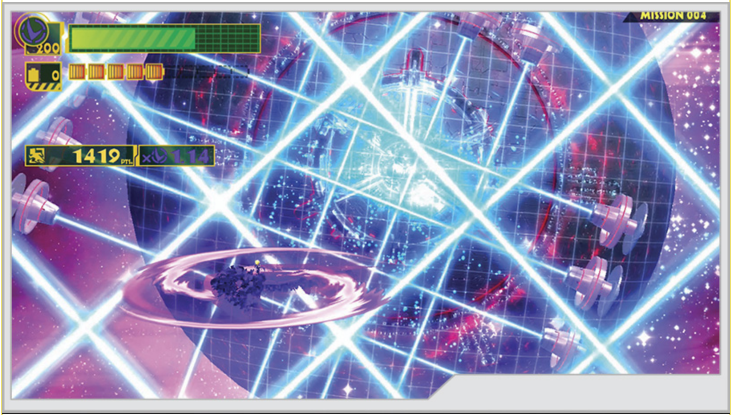
It becomes apparent that the Virgin Victory isn't going to make it through the next set of defenses, so you are forced to abandon the ship with Unite Glider. Dozens of Gah-Goojin fly directly at you, and they must be avoided!

The sudden ambush from a Wallgah-Goojin looks to be the end of our heroes, but then Chewgi and the rest of the Guyzoch appear, countering the attack with Unify Naginata. Now you can fly with near impunity, reflecting missiles from the Wallgah-Goojins or destroying any Gah-Goojin that come close.



And yet the danger only continues to multiply, as in the distance, walls of laser nets begin to appear between you and your destination. Vorkken suddenly flies into place and sets up the Unify Boomerang ability! Turning the entire team into a blade of whirling destruction, you can fly through the enemies and their attacks with no worries. However, you must still take care to avoid the laser netting as much as possible. Survive this final frantic sequence to land on the GEATH-Wahksay!

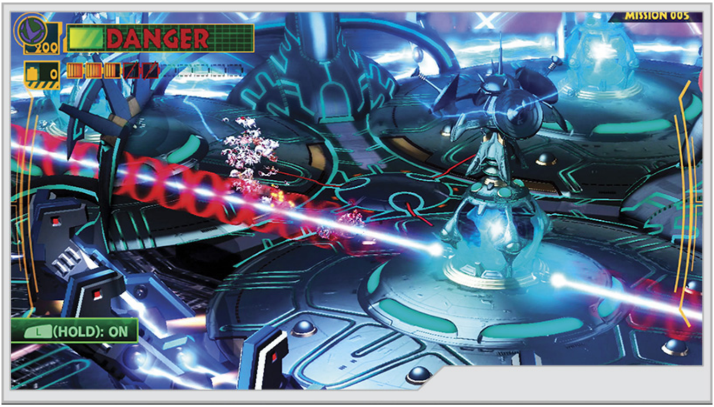
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	5:00	5:30	6:00	6:30	Very easy
Time	5:00	5:30	6:00	6:30	Easy
Time	5:00	5:30	6:00	6:30	Normal
Time	5:00	5:30	6:00	6:30	Hard
Time	5:00	5:30	6:00	6:30	101% Hard
Combo	5000	4000	3000	2000	Very easy
Combo	6000	5000	4000	3000	Easy
Combo	7000	6000	5000	4000	Normal
Combo	8000	7000	6000	5000	Hard
Combo	9000	8000	7000	6000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	500	1000	2000	Hard
Damage	0	500	1000	2000	101% Hard

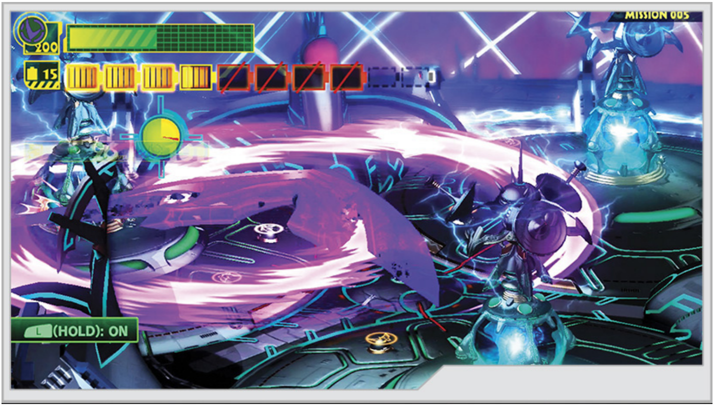
Mission 5

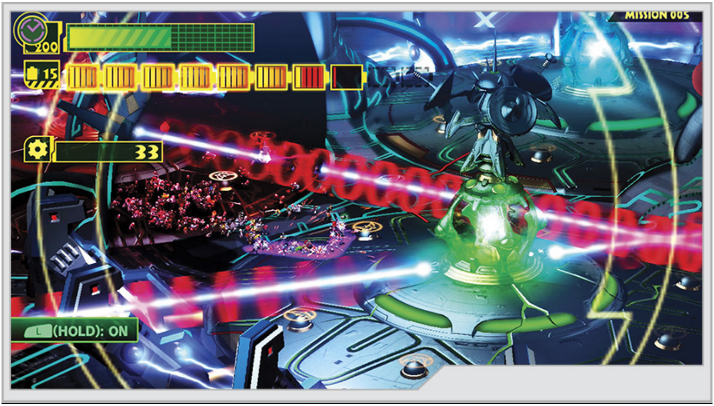
Medal Requirements

Enemies Present (All Difficulties)

Notoriyeah x3

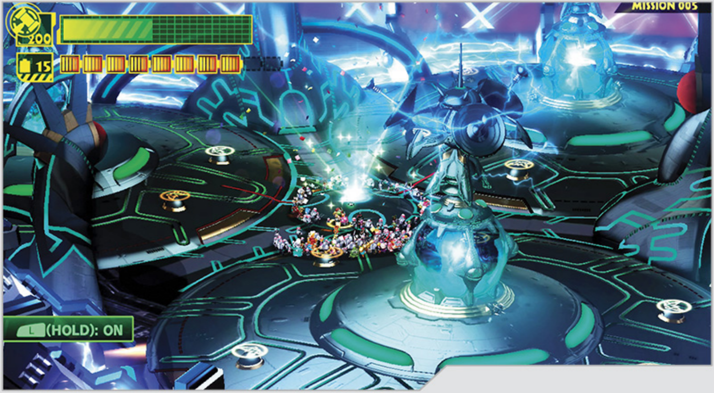




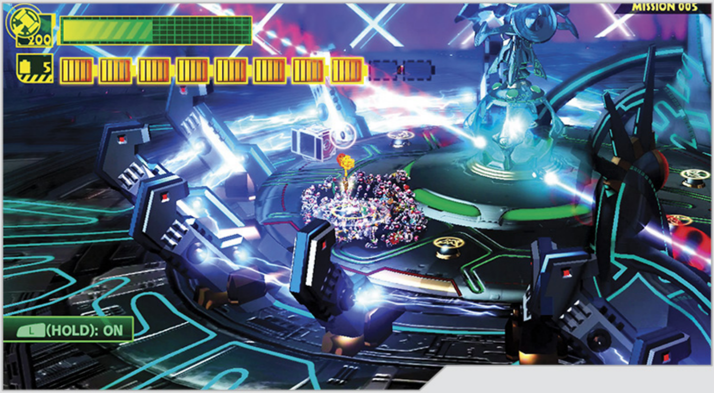


The moment you land on GEATH-Wahksay, you're surrounded on all sides by Notoriyeah reactors, all of which are capable of firing unreflectable lasers that sweep across the entire battlefield. More annoyingly, the reactors can deploy anti-Unite fields that can interfere greatly with your offensive. Vorkken's Unify Boomerang is extremely effective at hitting the reactors from afar. You can stand in the center of the arena, allowing the lasers to pass overhead, while you throw the largest Unify Boomerangs you can at the reactors. Hero Sense and Hero Time once again have a lot of value at helping you avoid taking damage.

However, before you destroy the three reactors, you have some collecting to do. Get it out of the way before you start the fight.



First, circle a Wonder-Liner around the circular design at the very center of the arena, between all three reactors, to locate Wonderful Figure No. 33.



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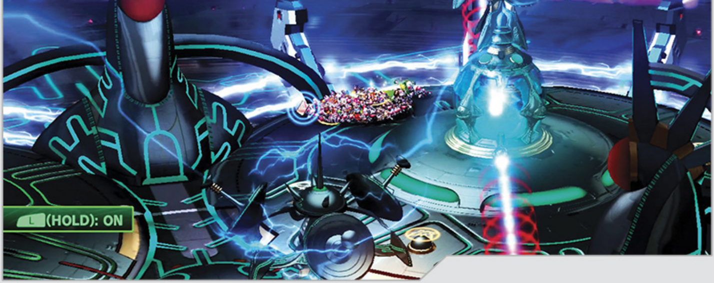
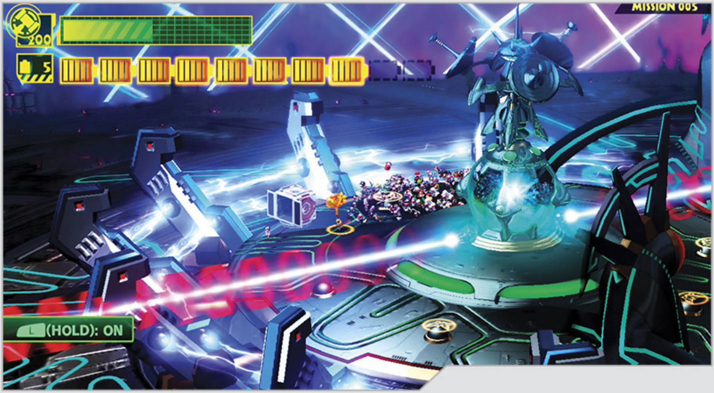
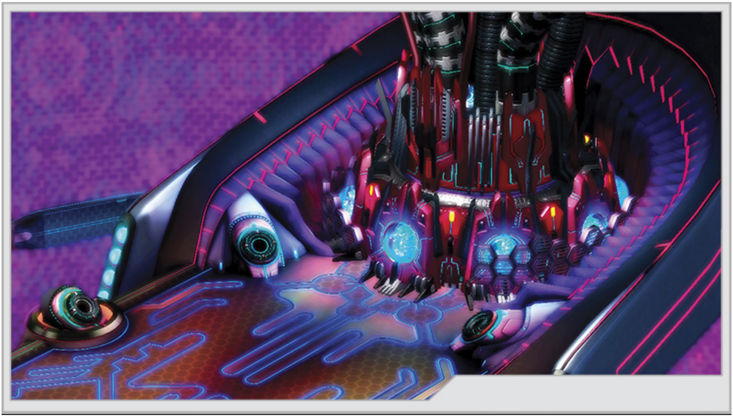


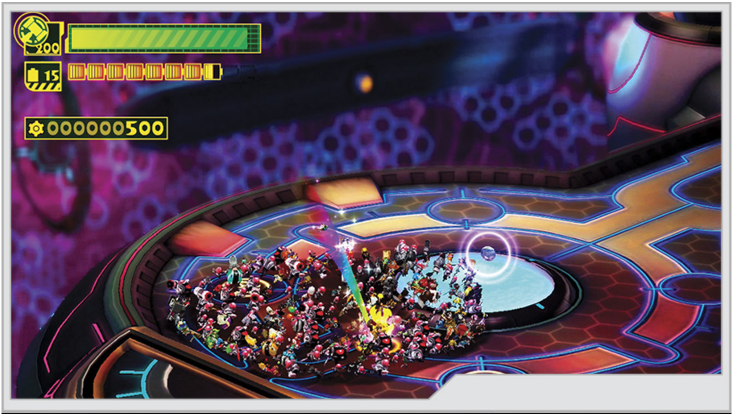
Next, create the largest Unite Hammer possible. With 200 heroes involved in its creation, the Unite Hammer is absurd in size and power. More importantly, a single swing against the ground will cause a shock wave that will trigger every hammerable spot in the arena. Sure, you could go to each one of the six nubs sticking out of the hull that surround each reactor and hammer them all individually, but that's just too slow. This method will allow you to uncover the following items all at once: Wonderful File No. 22, Wonderful Figure No. 14, and a Platinum Coin. Every other hammer point in the area has a Wonderful Battery or some sort of useful food item.



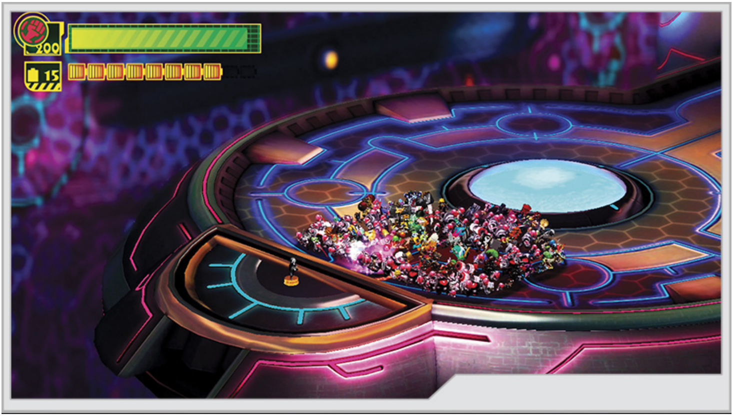
Finally, near the western reactor [4] is a black supply box that holds another Platinum Coin. Just south of it is the hero Wonder-Astronaut. With the place cleaned out of collectibles, finish off the reactors to complete Mission 5.

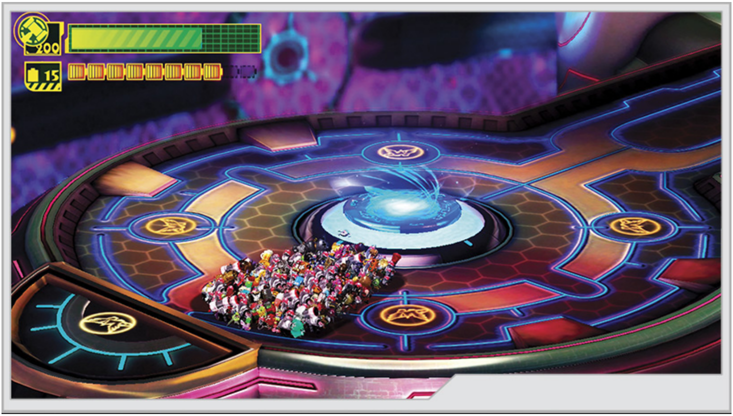
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:30	4:00	4:30	5:00	Very easy
Time	3:30	4:00	4:30	5:00	Easy
Time	3:30	4:00	4:30	5:00	Normal
Time	3:30	4:00	4:30	5:00	Hard
Time	3:30	4:00	4:30	5:00	101% Hard
Combo	1500	1200	900	300	Very easy
Combo	1800	1400	1000	400	Easy
Combo	2000	1500	1000	500	Normal
Combo	2500	2000	1500	1000	Hard
Combo	3000	2500	2000	1500	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard





[5] A section of the fortress's hull collapses, dropping the heroes deep inside, with apparently no way to escape. Technically this is where the level ends, but DON'T walk toward the device Wonder-Pink points out just yet! First, use another full-strength Unite Hammer to hit the ground where you land to trigger the four hammer spots on this platform, one of them holding the last Platinum Coin.





Next, you might notice a statue floating on a raised ledge behind you. That would be Wonderful Figure No. 81. You can also trace the D shape near the statue to trigger the appearance of a Kahkoo-regah portal.

Secret Mission 6
Medal Requirements
Enemies Present (Very Easy–Normal)
Dough-Goo
Enemies Present (Hard–101% Hard)
Dough-Goo, Diedough-goo
Rewards for Completion
Normal Mode: Figure No. 78 Wonder-Bulb Hard Mode: Figure No. 68 Wonder-Vender 101% Mode: Figure No. 116 Wonder-Captain

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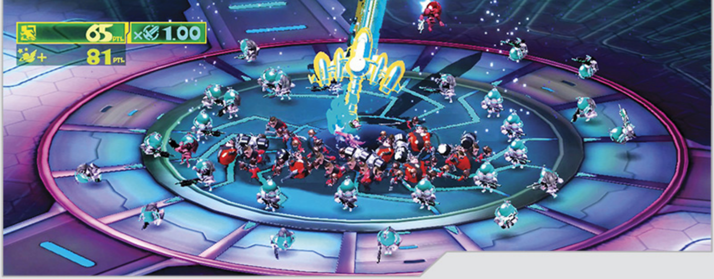
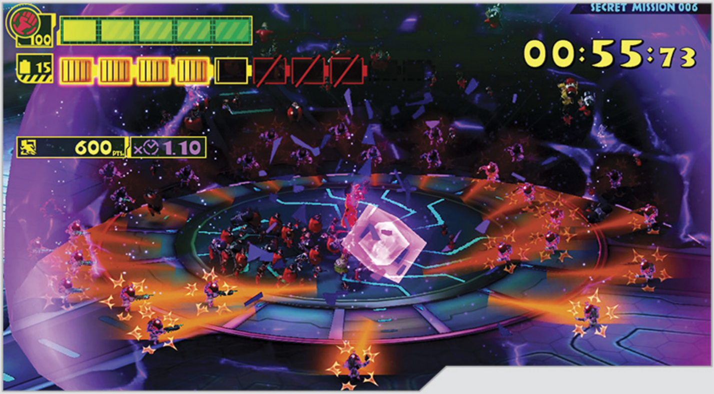
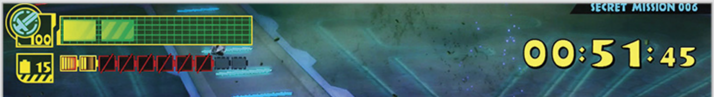
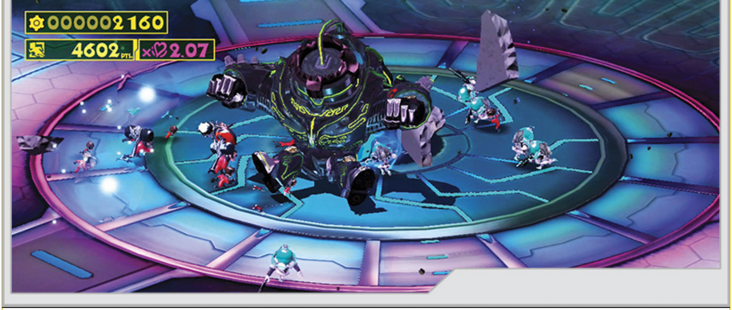


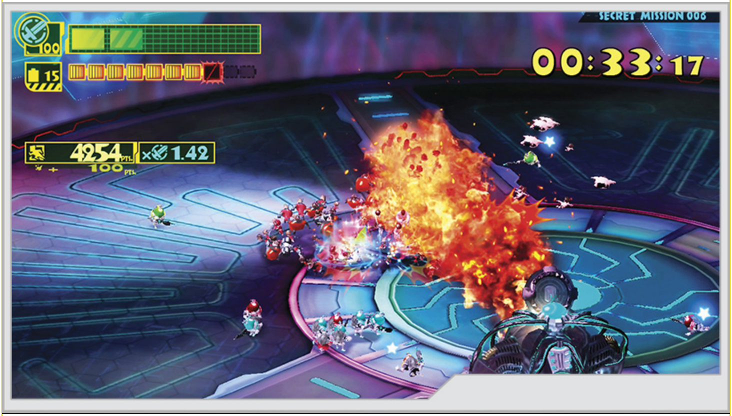


In one minute, you must destroy 100 Dough-Goo. It sounds easy, but to make the time, you should not use Unite Bomb, as it takes too long to kill the enemies. Unite Sword's naturally broad swings and long-range Wonderful Stinger attack make it perfect for striking multiple targets and chasing stragglers down.

Hard and 101% Hard Mode



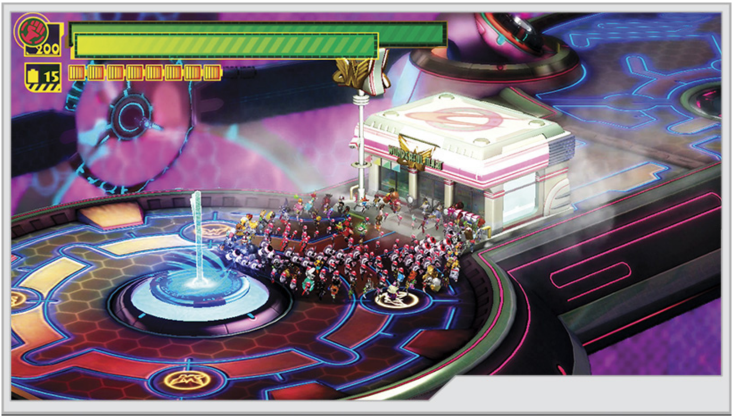




Things are made complicated by the addition of a Diedough-Goo, on top of all the Dough-Goo that you must slay. You do get an extra 30 seconds on the clock, so that can help. As soon as the Diedough-Goo appears, Unite Bomb it solely to set up a stun, then juggle it for the kill. If you work fast enough, you will have plenty of time to spare for hunting down the Dough-Goo.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:45	0:50	0:55	1:00	Very easy
Time	0:45	0:50	0:55	1:00	Easy
Time	1:25	1:26	1:27	1:28	Normal
Time	1:25	1:26	1:27	1:28	Hard
Time	1:25	1:26	1:27	1:28	101% Hard
Combo	4000	3000	2000	1000	Very easy

Combo	5000	4000	3000	2000	Easy
Combo	1200	1000	800	600	Normal
Combo	1200	1000	800	600	Hard
Combo	1200	1000	800	600	101% Hard
Damage	0	1	2	3	Very easy
Damage	0	1	2	3	Easy
Damage	0	1	2	3	Normal
Damage	0	1	2	3	Hard
Damage	0	1	2	3	101% Hard



With the Kahkoo-regah portal and all the collectibles in this area complete, attempt to cross the bridge to rendezvous with a Wonderful Mart and bring this part of the operation to a close.

Operation 009-C

Now at the core of the GEATH-Wahksay, and with no apparent hope for escape, our heroes prepare to bravely face their true nemesis. The fiercest opponent, the greatest Jerk of them all, awaits the reckoning of justice.

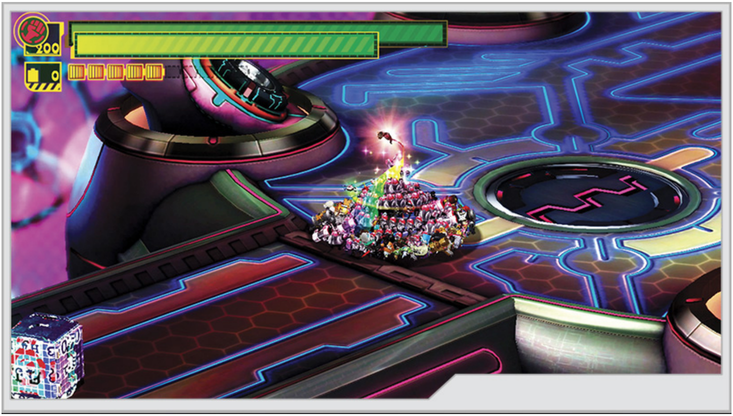
Medal Requirements

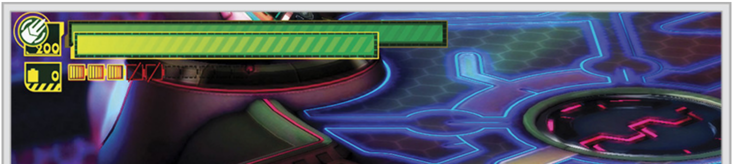
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	6:00	9:00	11:00	13:00	Very easy
Time	6:00	9:00	11:00	13:00	Easy
Time	6:00	9:00	11:00	13:00	Normal
Time	11:00	13:00	15:00	17:00	Hard
Time	11:00	13:00	15:00	17:00	101% Hard
Combo	40000	35000	30000	25000	Very easy

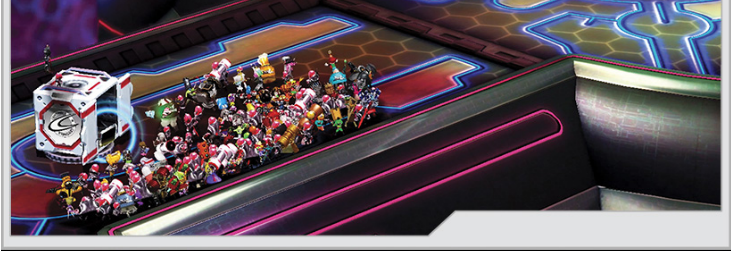
Combo	45000	40000	35000	30000	Easy
Combo	50000	45000	40000	35000	Normal
Combo	50000	45000	40000	35000	Hard
Combo	50000	45000	40000	35000	101% Hard
Damage	0	4000	8000	12000	Very easy
Damage	0	4000	8000	12000	Easy
Damage	0	4000	8000	12000	Normal
Damage	0	4000	8000	12000	Hard
Damage	0	4000	8000	12000	101% Hard

Enemies Present (All Difficulties)

Jergingha (All Forms)



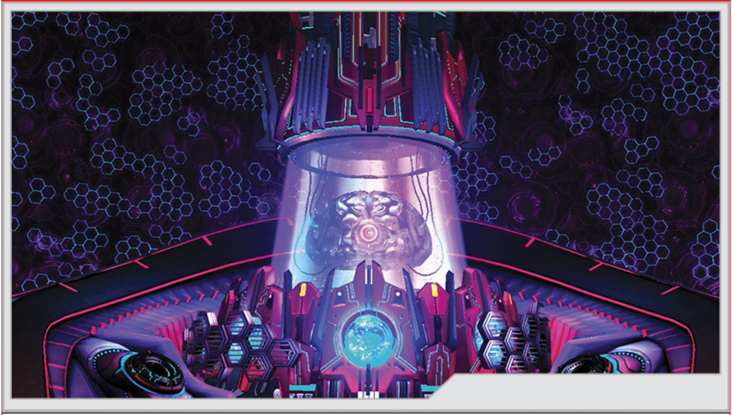




Operation 009-C opens up where the previous section left off. You can walk straight forward to initiate the final boss battle. Don't do this right away if this is your first time here! Instead, double-jump away from your platform toward the main arena, but guide yourself back to the bridge. Your entire team must be off the ground and technically over the dividing line between platforms. This will trigger the appearance of a white supply box near where the Wonderful Mart once stood. Inside it is GEATHJERK File No. 34. Now proceed onward to meet your destiny, along with the dramatic reveals that come with it.

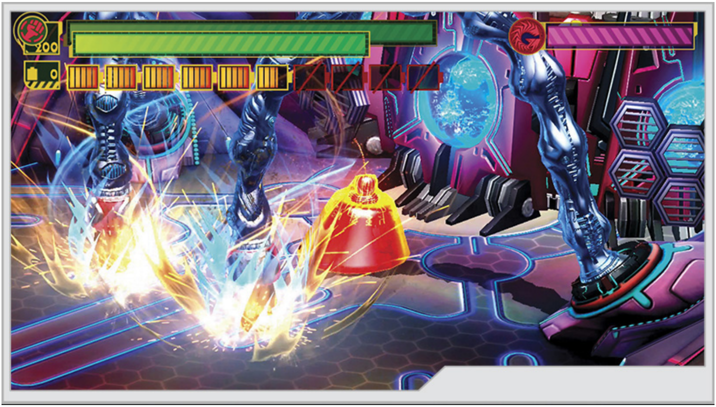
Phase One

GEATHJERK Encounter: Jergingha (Activated Mode)



The mind that controls the GEATH-Wahksay, and supreme overlord of the GEATHJERK Federation, Jergingha intends to crash the entire machine world directly into the Earth, ensuring the complete annihilation of mankind and a Pyrrhic victory for the Jerks. However, this mastermind refuses to leave anything to chance and has taken up arms to be certain that the Wonderful 100 will not be able to interfere.

Jergingha summons a set of tentacles to try and crush the heroes before the fight can get started. Counter this with a Wonder-Punch. With the preemptive attack blocked, Wonder-Red orders the team into Unlimited Form, one last time.



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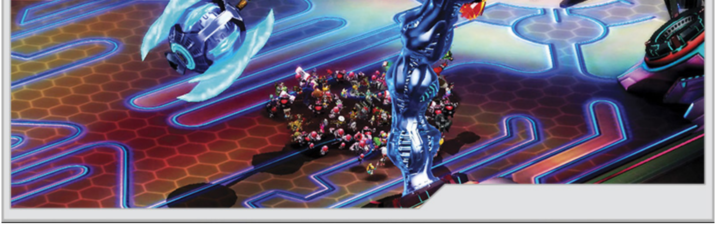
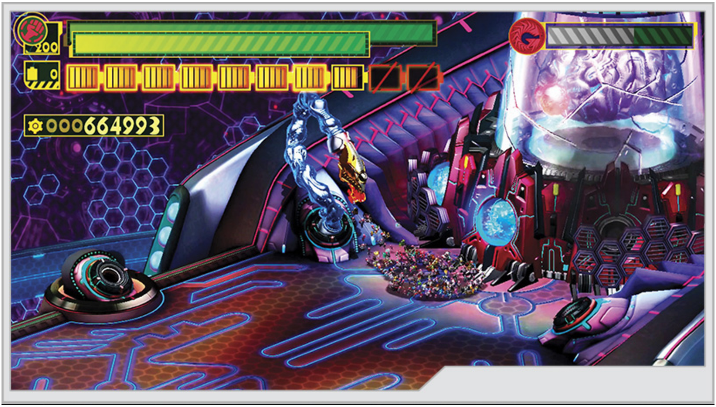
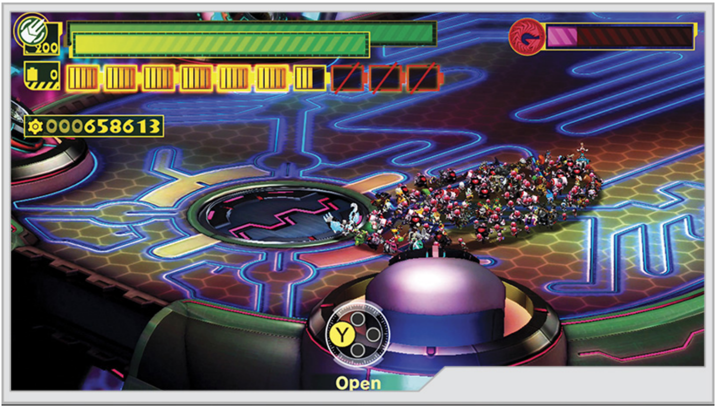


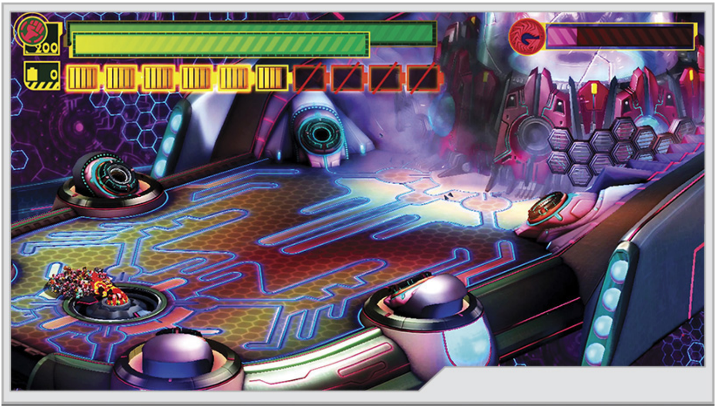


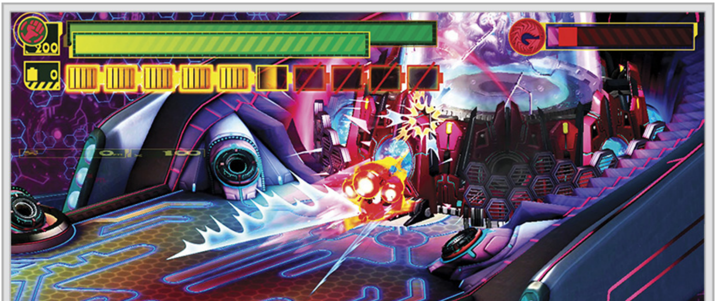
Your target throughout this fight is the large blue orb at Jergingha's base. However, your first order of business should be to eliminate the tentacles defending Jergingha. There are six ports that tentacles will deploy from surrounding the arena, with an arsenal that mirrors what you saw the Ohdarko capable of wielding. Unfortunately for these tentacles and the blue orb, a 200-hero Unite Hand utterly wrecks them, even on 101% Hard (though you'll have to land more hits on that difficulty to be sure). Of course, you may not have the Unite Gauge to always be able to summon such destructive power, particularly if you're low on Wonderful Cake's To Go. You can counter the following tentacles attacks with specific Unite Morphs:

- Laser Tentacles: Reflect with Unite Sword
- Chainsaw Tentacles: Wonder-White will signal to counter with Unite Claw
- Electroshock Tentacle: Absorb shock with Unite Sword
- Ohrowchee Tentacle Flamethrower: Absorb with Unite Hand
- Ohrowchee Tentacle Jelly Bomb: Slice jelly bombs with Unite Sword

It is simply faster to destroy the tentacles with a full-powered Unite Hand, but at the least you do have options should a tentacle start attacking. With the defenses wiped out temporarily, focus your efforts on destroying the blue orb at Jergingha's base.

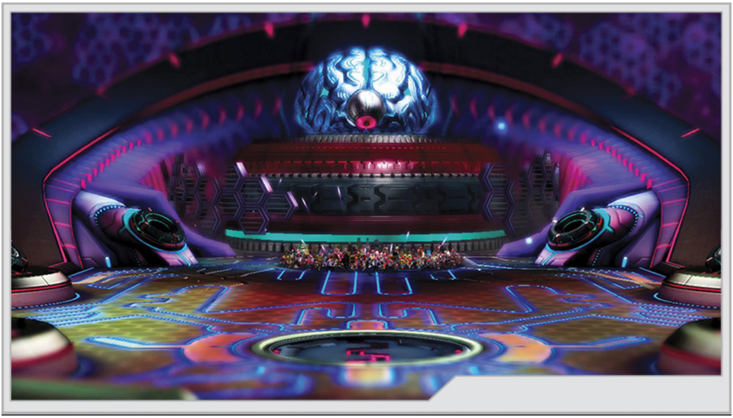


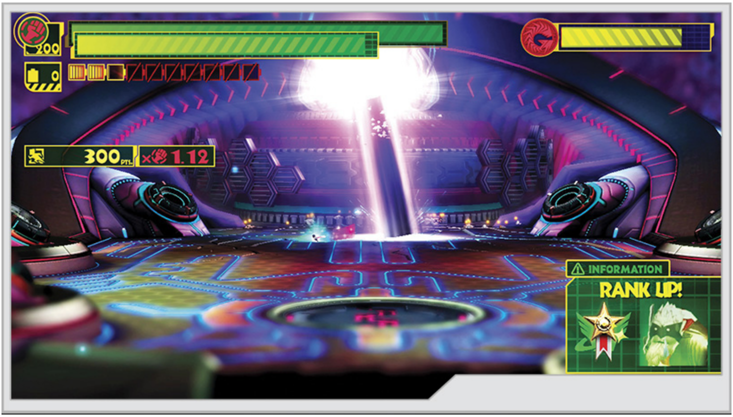




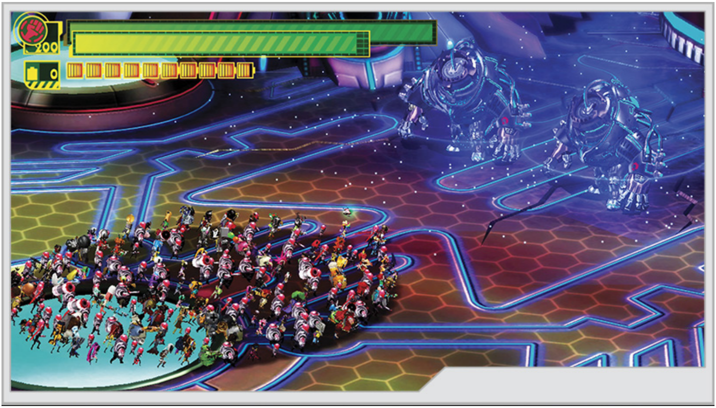
It's not enough to destroy one blue orb; you need to access the others currently being protected by the armor at Jergingha's base. To access them, you must fall back to the opposite side of the arena and pry open an access hatch with Unite Claw, then use Unite Hand on the valve there to twist Jergingha's base enough to reveal another blue orb, which you must then destroy. Note that the access hatch over the valve will close after a short period of time, ensuring that you'll have to repeat this process multiple times to destroy all the blue orbs.

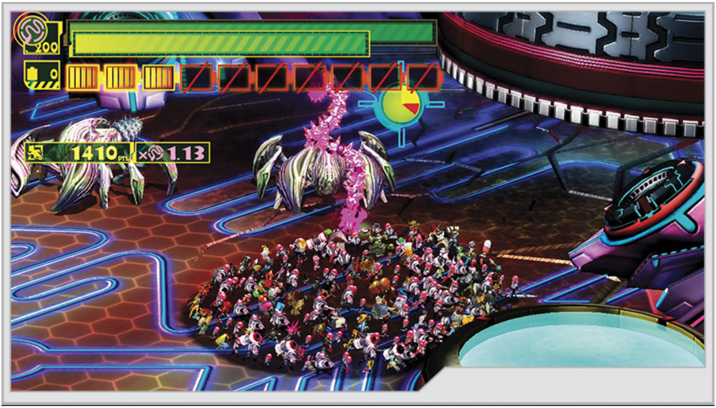
Throughout all this, more tentacles will try to show up and stop you, focusing primarily on defending Jergingha or the valve. Again, it is highly recommended that you put down these threats immediately. The longer they're allowed to stick around, the more troublesome they can become as the fight progresses.

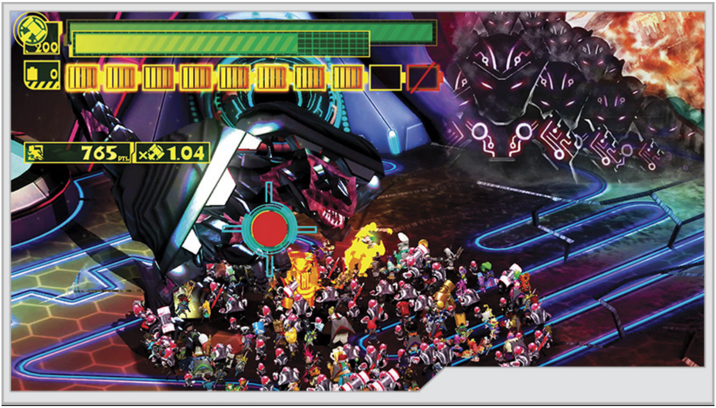




Once you destroy all of the orbs, Jergingha is exposed to your wrath. The camera view changes to face the brain head-on. While you continue to pummel Jergingha, more tentacles will continuously attack from the two closest ports, and the brain will fire a powerful eye laser that you can reflect with Unite Sword. For this section of Phase One, we do recommend sticking to the Unite Sword, just to be ready to handle the laser when it inevitably comes.



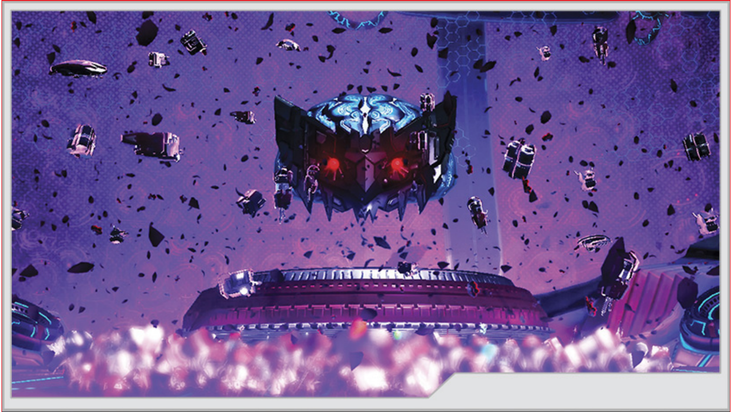




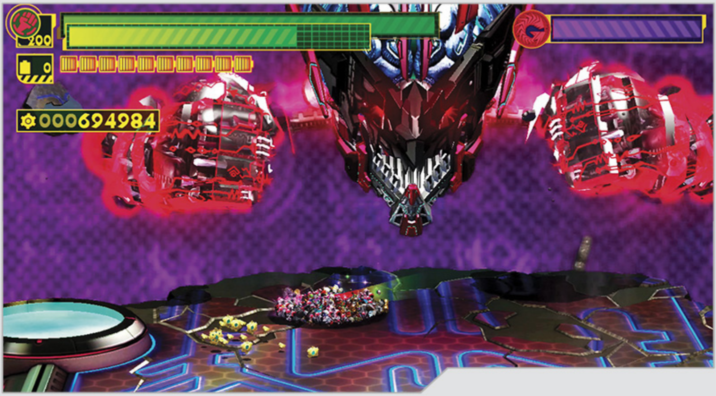
After beating the remaining health out of Jergingha, an artillery barrage takes out the floor beneath you, sending the fight down to a lower level. On the way down, you'll collect a Hero Heart Fragment. Jergingha will begin a lengthy round of taunting and exposition while you hold off waves of enemies: two Diedough-Goo, followed by two Dahkarts, then a Megang, and lastly a Hah-Gonay. If you can get through all of these enemies before the plot bombs from Jergingha stop falling, you'll earn a tidy little O-Parts bonus, and another round of enemies will begin to spawn in, starting once again with two Diedough-Goo. However, once the conversation ends, the next phase of the battle begins.

Phase Two

GEATHJERK Encounter: Wonder-Jergingha



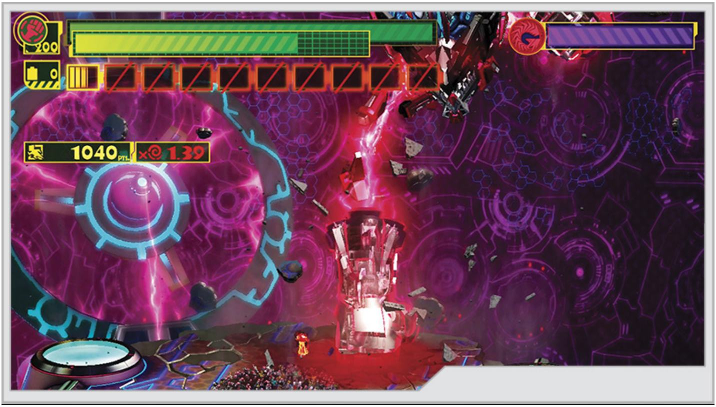
Using technology from beyond this time period, Jergingha dons a Wonder-Mask of his own and gains powers that replicate those of the Wonderful One-Double-Oh. The destructive potential of such a twisted fusion of justice and evil cannot be measured by any scale!

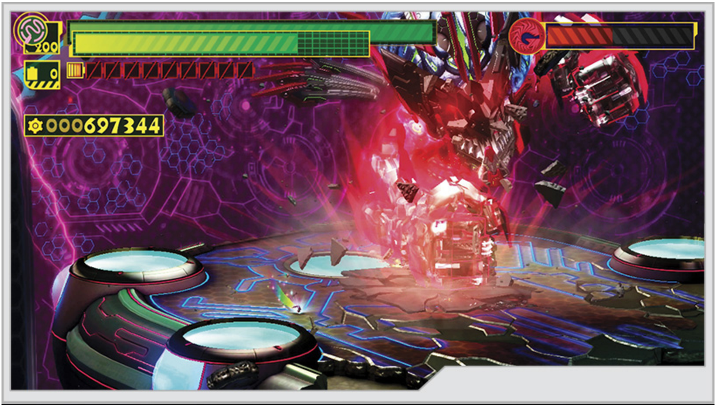


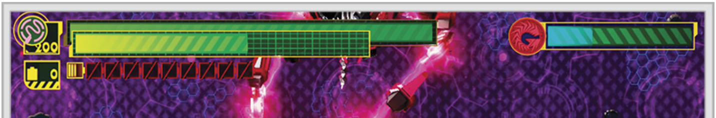
Wonder-Jergingha has three parts of his "body" that have individual health meters: the mask, left hand, and right hand. The basic premise of this fight is to use whatever means are at your disposal to drain the health of one of these parts, which will cause a stun, causing Jergingha to collapse to the platform and giving you precious seconds to do real damage to the brain before he recovers. The damage you do to his individual parts does not count as damage to the brain itself and will be reset after recovering from a stun.

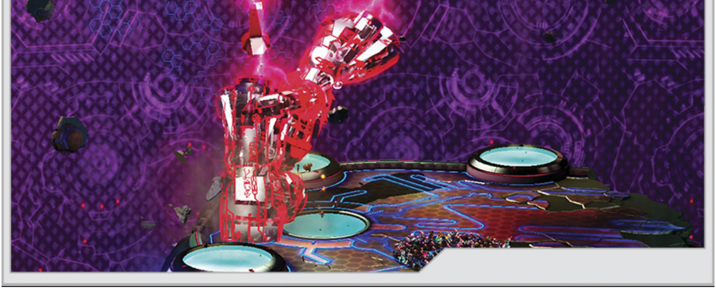
Wonder-Jergingha has multiple attack modes that you will have to deal with, and you'll definitely be seeing them multiple times before you deal enough damage to put an end to the fight.

Fists

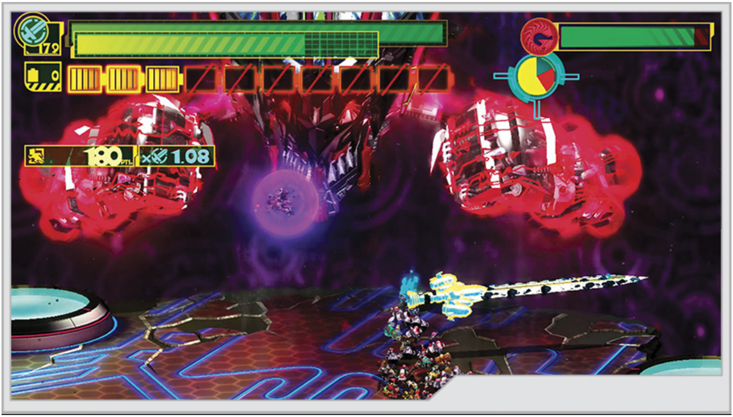






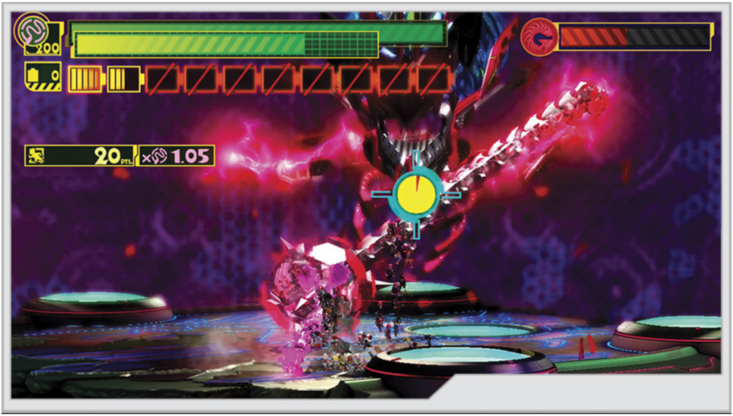


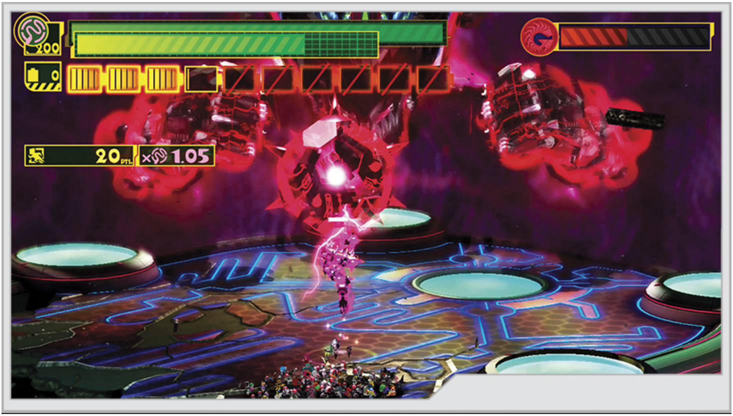
Wonder-Jergingha starts off in Fists mode. He will alternate between repeated straight punches at the platform, a single fist pound, or a left or right hook. The fist pound and the hook punches can be blocked with Unite Guts consisting of over 100 heroes; you should ALWAYS try to use this. It will cause a temporary stun that lets you get in good damage on that particular limb. However, the straight punches directly at the platform (preceded by a red energy field appearing where he's going to strike) do not respect Unite Guts at all, so get out of the way. However, after several straight punches, one of his fists will get stuck in the platform, giving you a chance to pile on some damage.



While in Fists mode, Wonder-Jergingha can summon a small singularity that will pull randomly chosen members of your team inside. To free them, you must attack the singularity until it collapses.

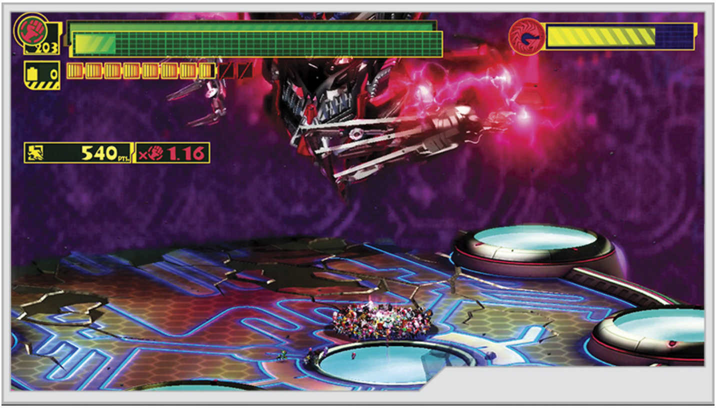
Ball and Chain

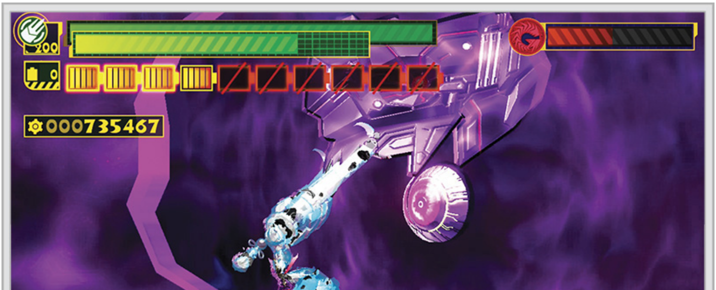


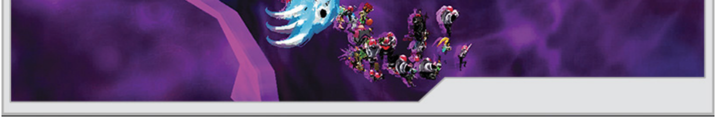


A somewhat limited attack mode, the Ball and Chain is still very dangerous. After a short windup, Wonder-Jergingha will strike the platform multiple times. On the final strike, the ball becomes stuck in the ground. This is your chance to use Unite Whip to tear the ball free from the ground. You can then throw it back at Wonder-Jergingha for heavy damage, potentially causing him to collapse and expose his brain.

Claws

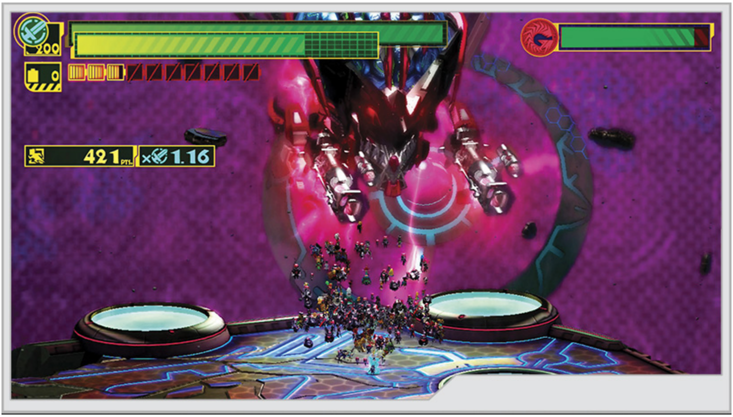


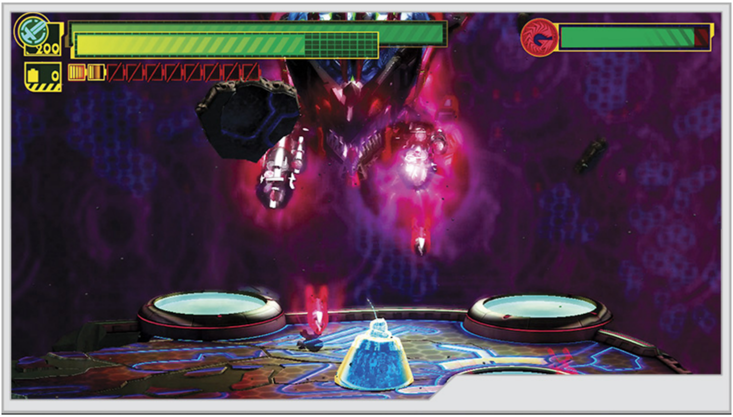




Using a massive replica of Unite Claw, Wonder-Jergingha will violate who knows how many laws of physics to carve open a portal to an alternate dimension, jumping inside the newly created rift. This rift will circle around the arena, and occasionally a claw will lash out from it. You can put a very swift end to this attack by countering with Unite Claw. Pry open the rift with some button mashing and reach inside. You yank Wonder-Jergingha out, completely stunning him and exposing his brain to direct assault. Always try to counter Wonder-Jergingha's claws!

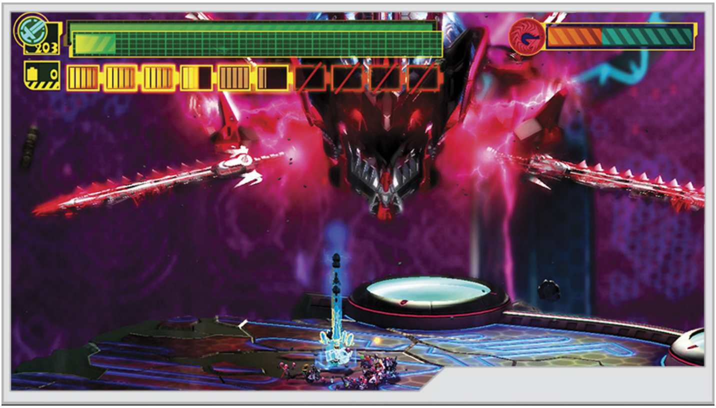
Guns

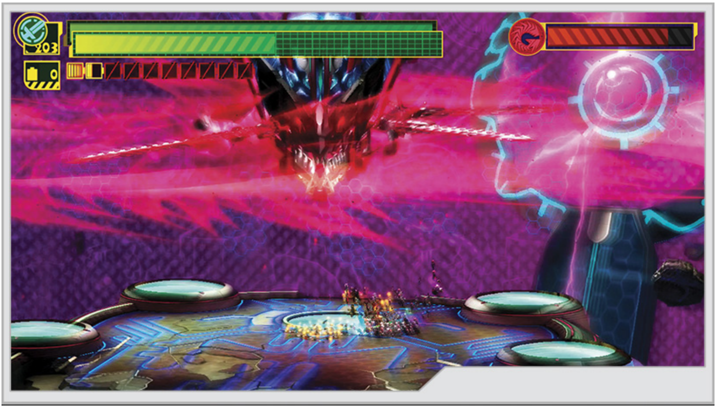


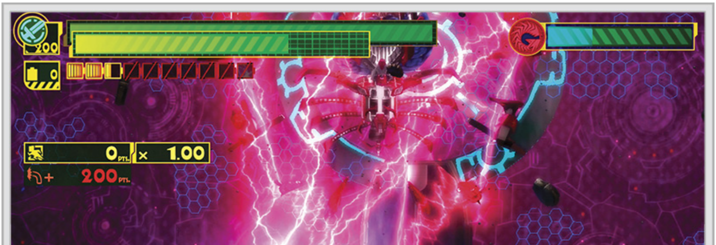


Floating well outside of traditional melee range, Wonder-Jergingha will summon a pair of rapid-fire hand howitzers to barrage the arena. Fortunately, you can reflect these shells with Unite Guts.

Swords

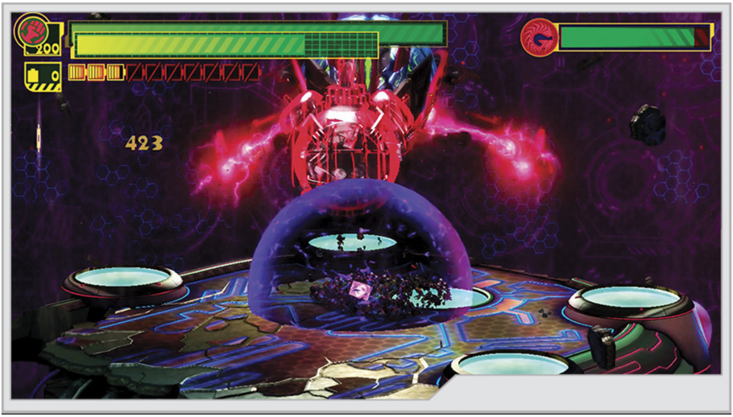


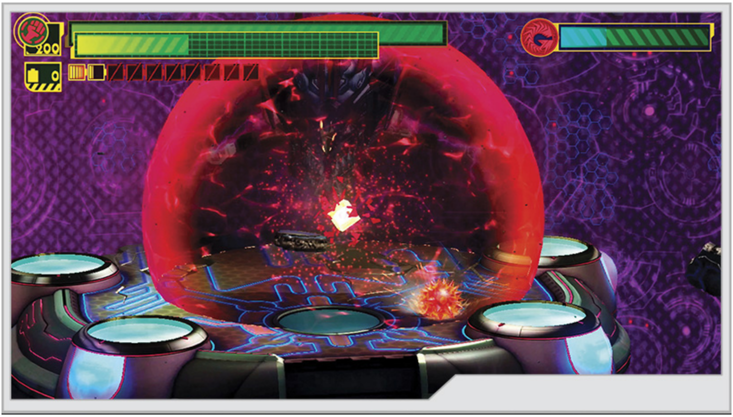




Wonder-Jergingha can pull out a series of swords to initiate two types of attacks. The first is a series of rotating slashes that can be dodged with Unite Spring (Hero Time once again proves to be an amazing Custom Block). The second is to pull back from the platform and charge up a lethal electric shock. Fortunately, the shock can't do anything but enhance your Unite Sword.

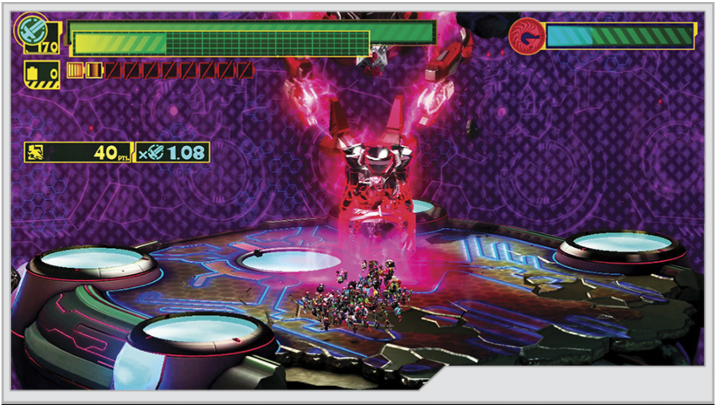
Bomb

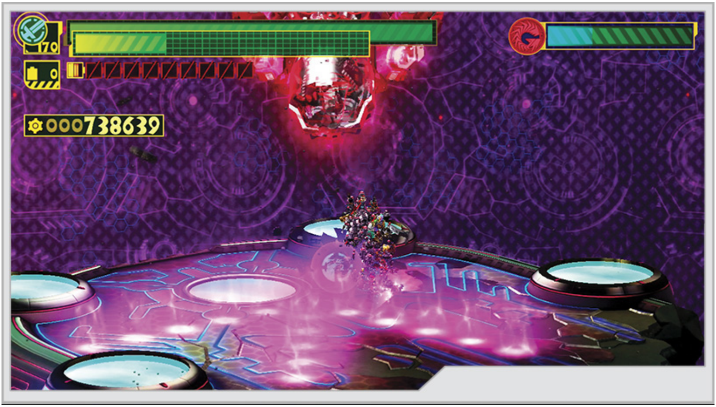


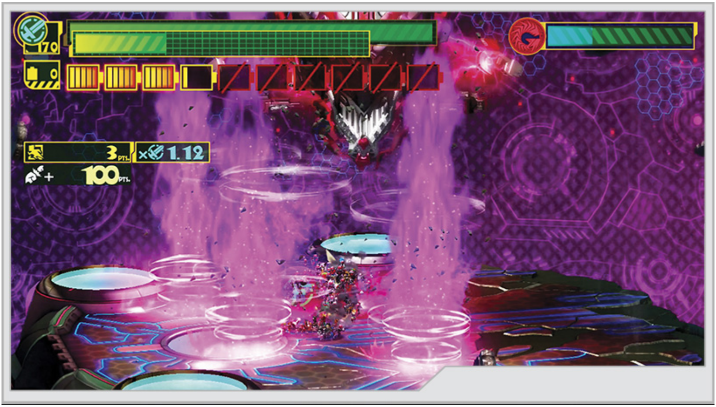


Wonder-Jergingha has his own Unite Bomb that can cover the entire platform, deal heavy damage, and slow you down considerably. This can be flung back into his face with a well-timed Unite Guts.

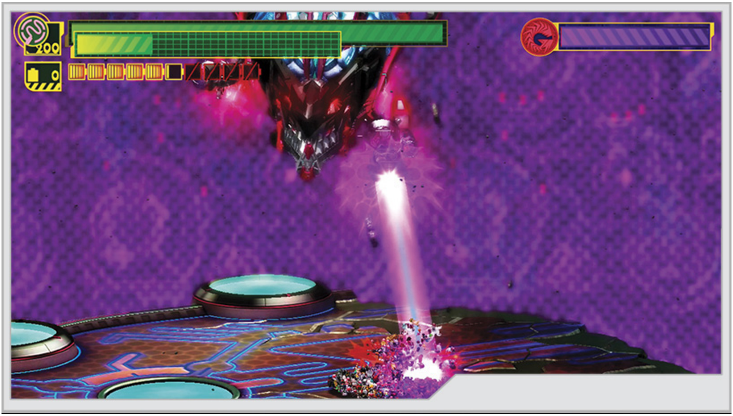
Hammer



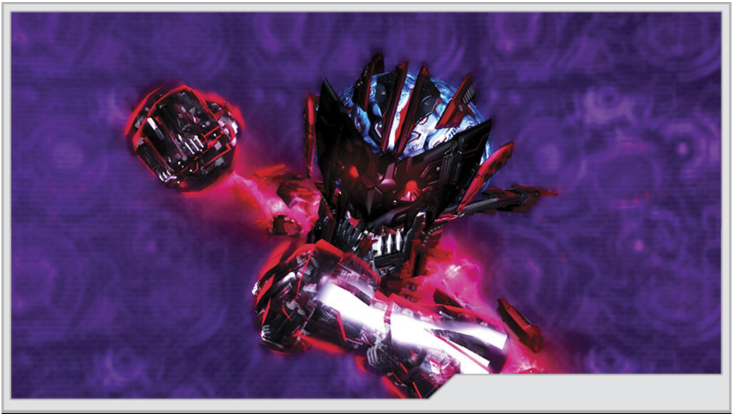




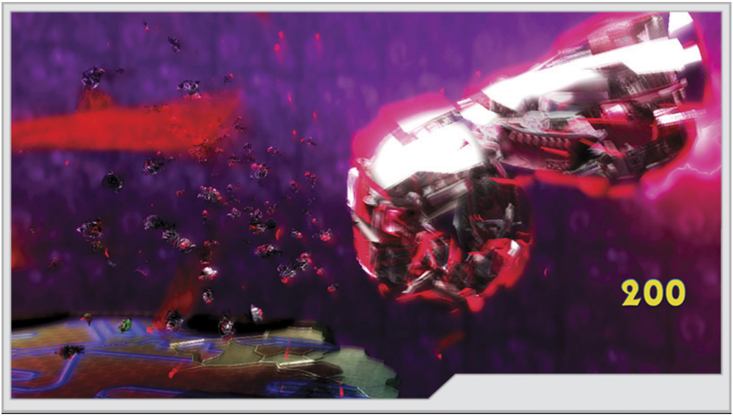
Summoning a massive hammer, Wonder-Jergingha can strike the platform and cause three sets of shock waves to erupt in flames in a line from the impact point. Counter this with Unite Guts if you can.



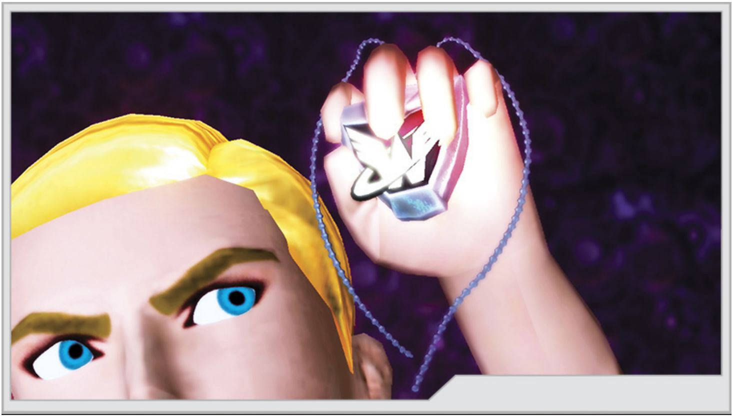
On top of all this, Wonder-Jergingha is still capable of firing a high-powered laser. This can still be reflected by Unite Sword, but you have very little time to set up for it once Wonder-Jergingha starts prepping for the shot.

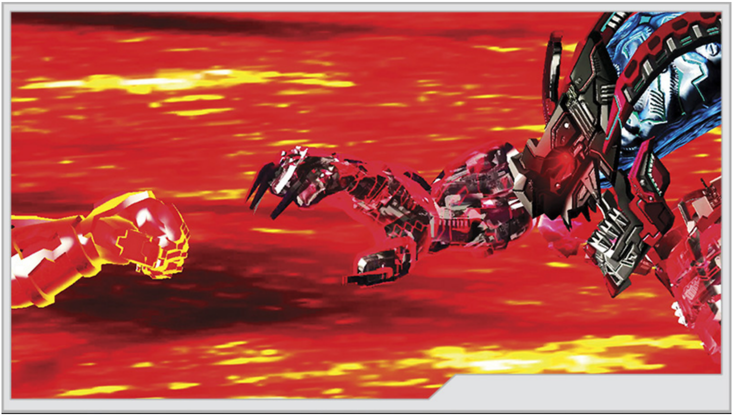


Once you drain all of Wonder-Jergingha's health, you're prompted to set up the grand finale with a Wonder-Punch.



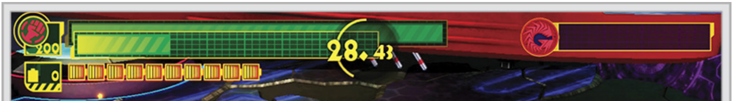
But it's not enough...

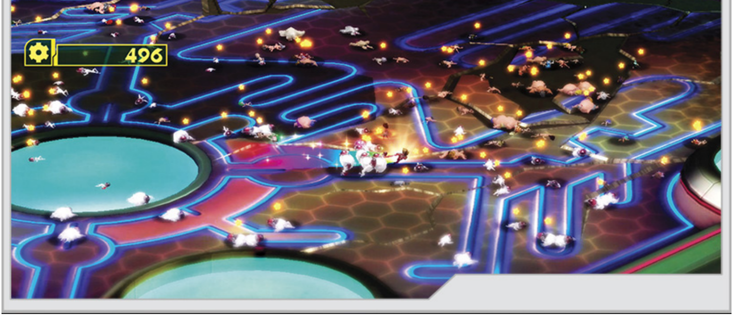




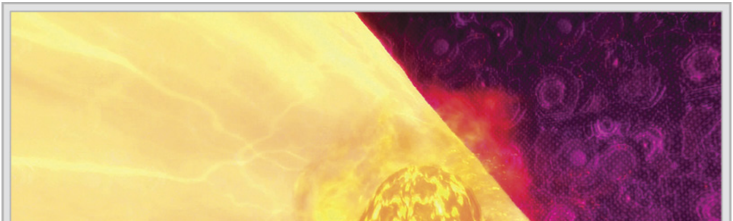
But after a display of courage from Luka, you get a chance to try once again, this time with theme music! Get punched in the FACE, alien scum—

Oh. Bugger.



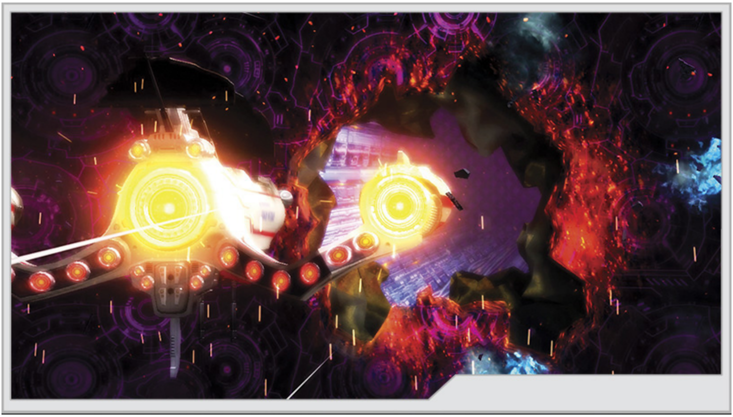


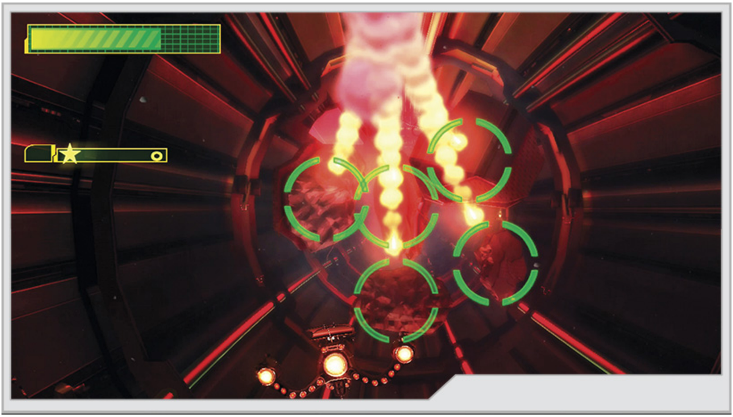
After a mysterious force intervenes on your behalf, and the Virgin Victory makes a grand entrance, your team must be gathered from all around the arena. You have 30 seconds to pull this off!



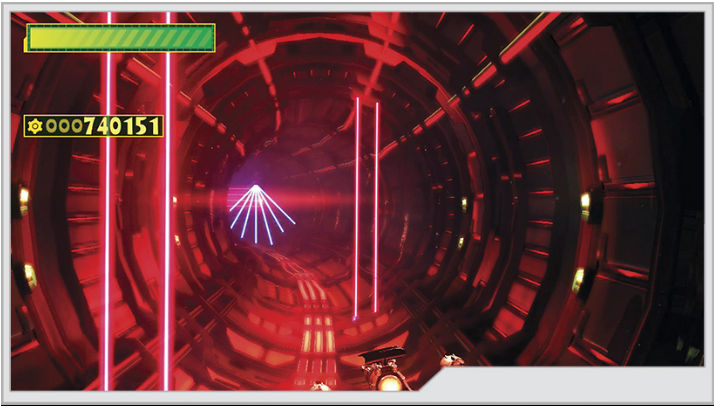
With the team gathered, and the Virgin Victory charging up its main gun, form Unite Hand one last time, and win. Finally. Geez.

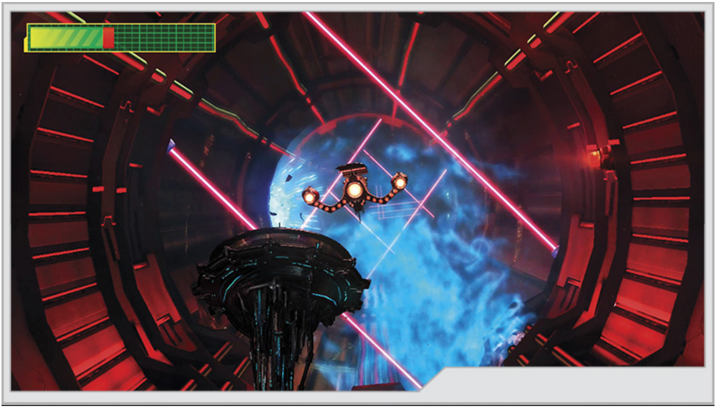
Phase Three

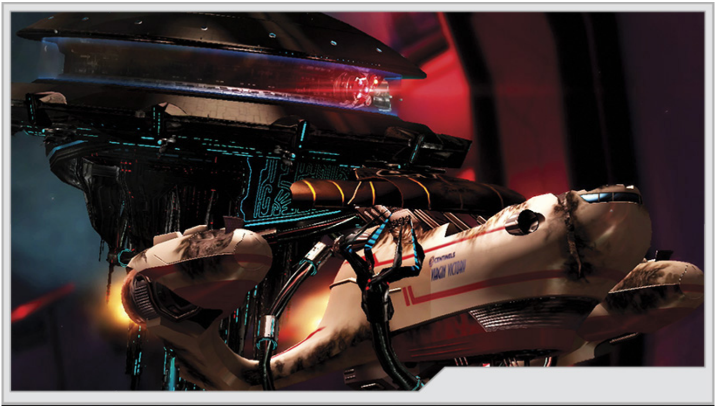




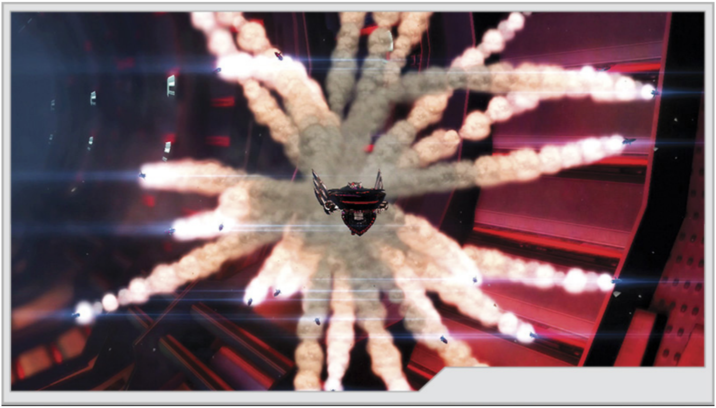
A victory is not complete if you're not alive afterward to celebrate it. The Virgin Victory must now retreat through the bowels of the exploding machine world, and you must guide it around the laser traps that are in place to stop you. Occasionally, the action slows down, giving you a chance to lock missiles onto any stray debris or laser emitters to destroy them. You have to make these shots or the ship will take damage.

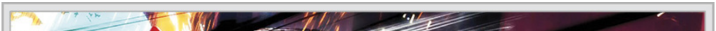


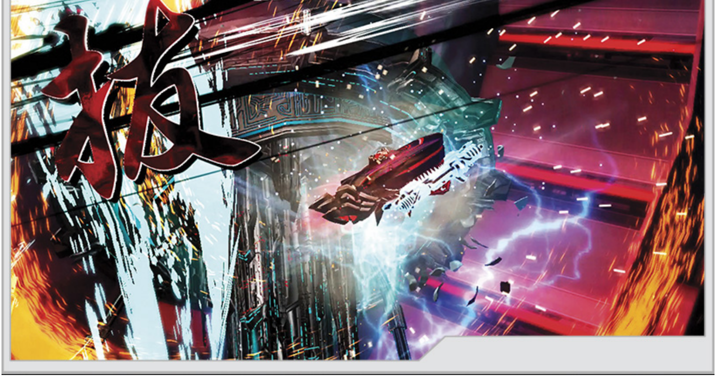


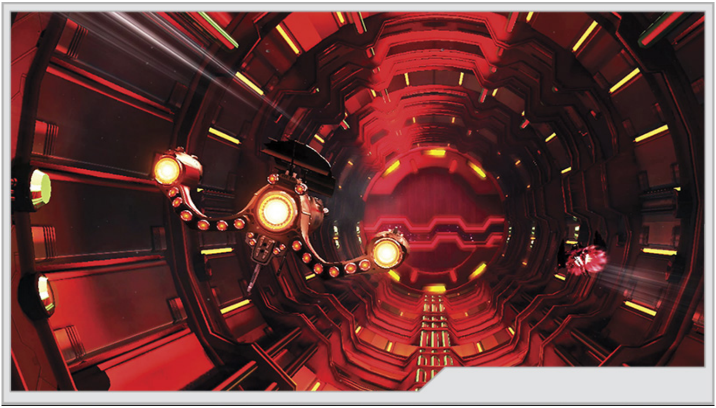


At some point during the chase, an Envan will appear on the scene, charging up its tentacles for vicious melee strikes on the aft of the Virgin Victory; all the while you are still trying to evade laser traps. Eventually, despite your best efforts, the Envan will grab a hold of the ship.





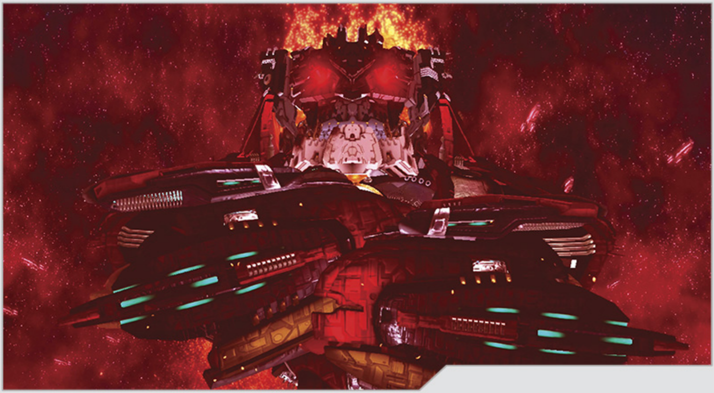




But suddenly Vorkken's ship, the Meizerr, joins the action. Freeing the Virgin Victory from the Envan with a decisive cut-and-take attack, it joins the Virgin Victory on the last leg of this journey. You now control the Virgin Victory with the Left Stick and the Meizerr with the Right Stick. Guide the two ships around the laser traps, shooting down targets as they appear with homing missiles. Both craft have their own health bars to be concerned with, and the Virgin Victory doesn't get repaired at any point during this escape. You only need to keep it together for a few more seconds!

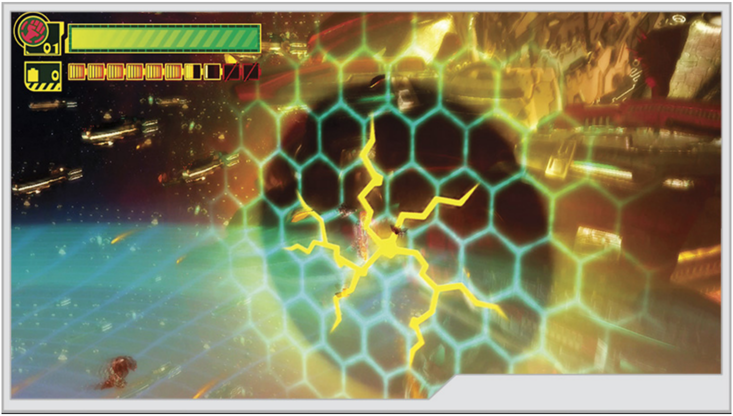
Phase Four

GEATHJERK Encounter: Jergingha (Planet Destruction Form)

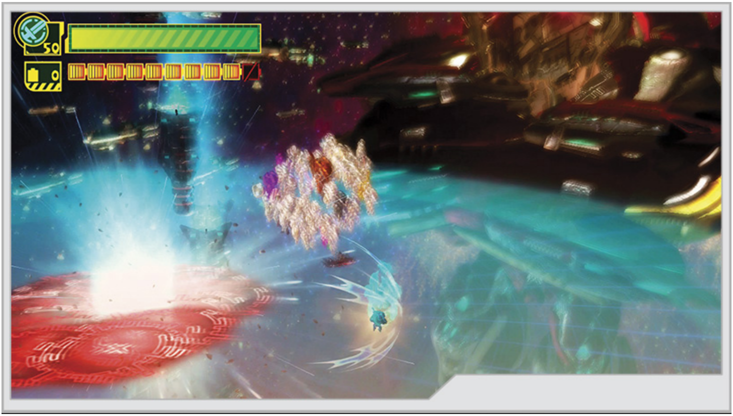


When Jergingha absolutely must destroy the planet right in front of him, he uses this final form. Designed as a last-ditch countermeasure to the growing power of humanity in the event that the GEATHJERK Armada would not be enough to finish the job, this is Jerk technology at its brutal finest. Bristling with all the combat power that Jerk-matter drives could possibly manage, it would take a miracle, 101 of them, to be exact, to stop this personification of vendetta.

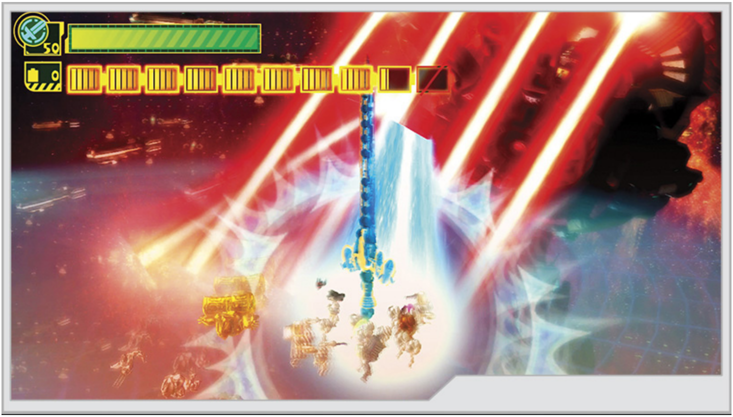
Wow that thing is really, really big.



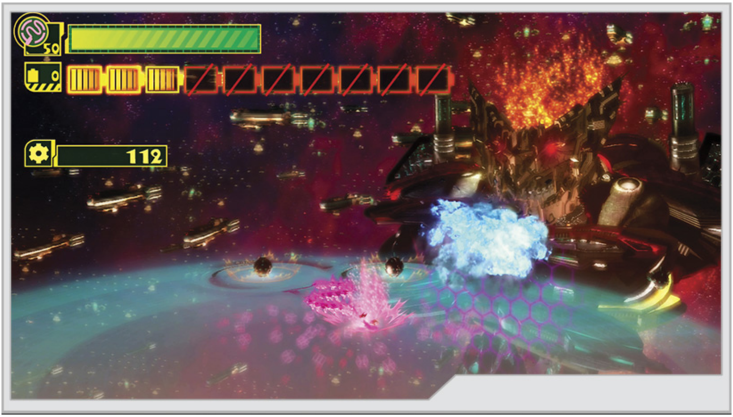
After the dramatic reveal of Jergingha's final form, the team returns to the Platinum Robo to begin the final, final duel. You must fight your way through a series of barriers, but you can't do that without Unite Morphs. Beat down the incoming Gah-Goojins to get your teammates to pilot them, and use your ever increasing power to Unite Hand through the shields Jergingha has placed. Every shield can be broken once you reach a certain number of allies. If you can't punch through a shield, Jergingha will eventually send more Gah-Goojins for you to capture. However, while you're still a distance away, he will use a variety of attacks to try and stop you.



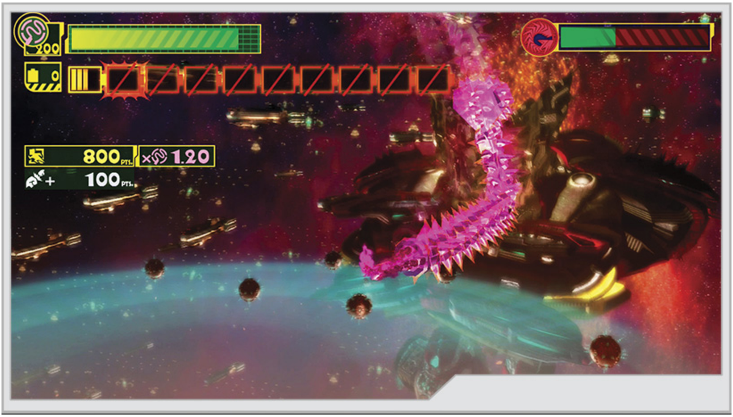
Artillery barrages will rain onto the battlefield on a regular basis. Evade them, or block them with a Unite Hammer.



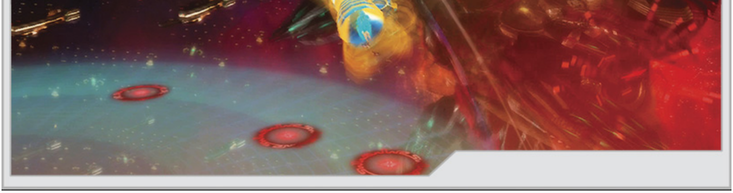
Finger lasers will rake across the area toward you. Irrelevant. Reflect them with Unite Sword.



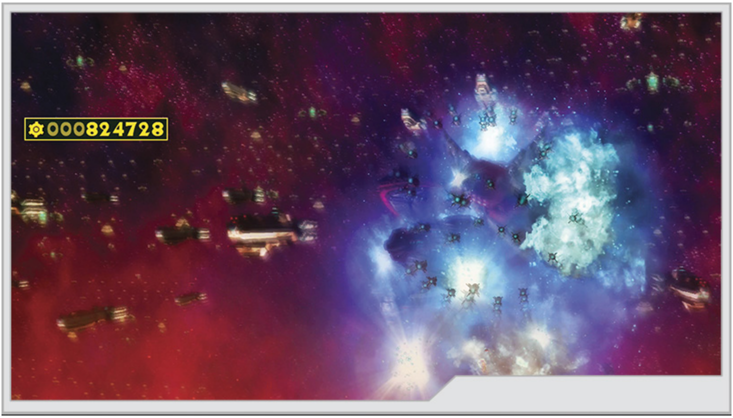
As you get closer to Jergingha, he will start firing spiked mines onto the playing field. Unite Whip or Gun them at the shield.



200
0
479 PTS.
×1.12

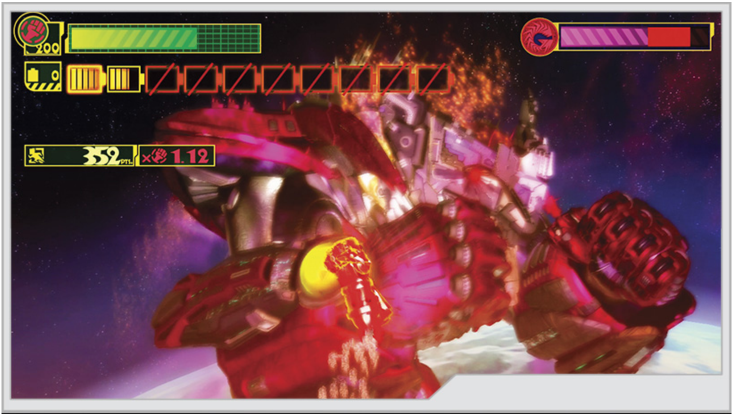


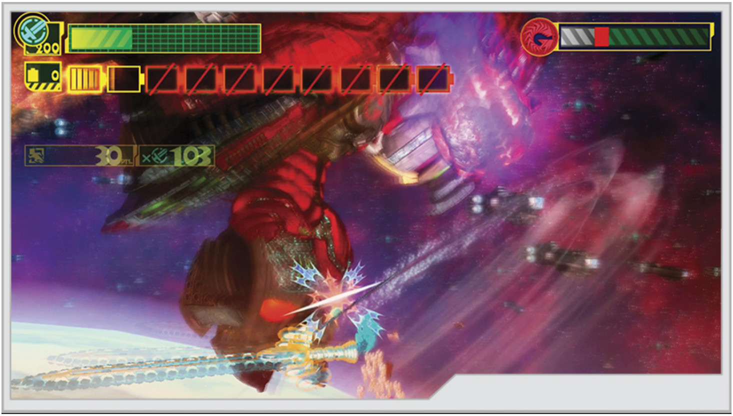
With all the shield barriers down, you can start dealing damage directly to Jergingha. Flinging back bombs, or reflecting finger lasers are both valid tactics, but it is faster just to make the biggest Unite Sword or Unite Whip you can and use them to strike directly.



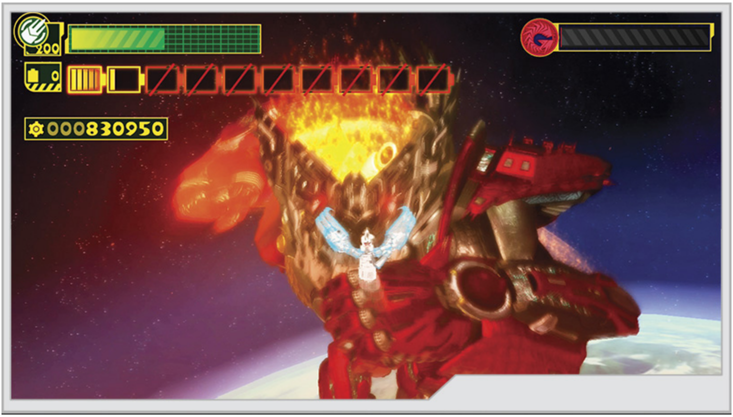
Even after you take out all of Jergingha's health, he's far from done, unleashing an absurdly massive barrage of missiles. Counter this with Unite Bomb and Wonder-Punch!

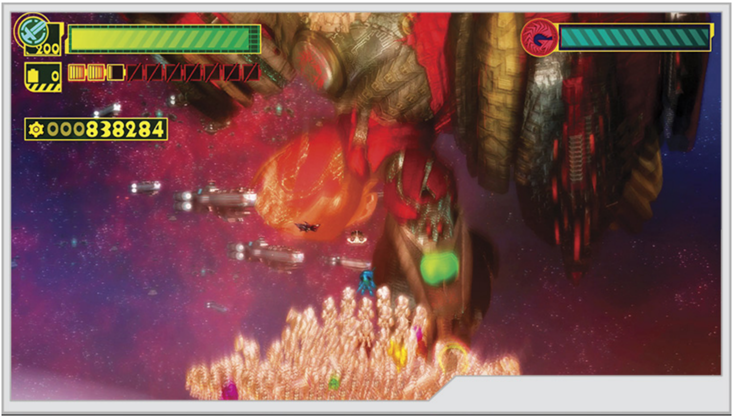
Phase Five



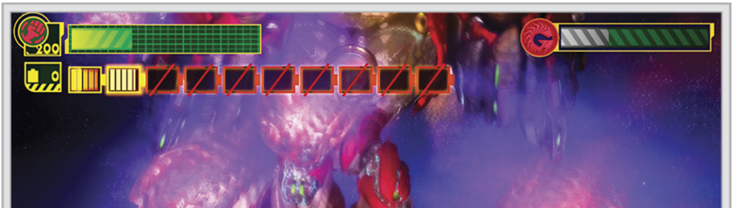


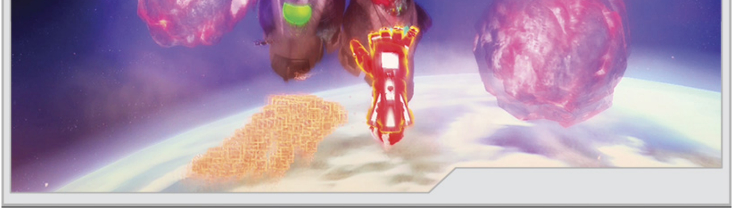
The battle changes once again. You now can fly around Jergingha, similar to how you fought the Vaaiki inside Vorkken's body, evading his attacks while countering with your own. The initial targets are the glowing cores on his forearms and legs. While Unite Hand is indeed harder hitting, Unite Whip or Unite Sword are better choices simply due to their potential range, making it easier to hit your target, especially Unite Sword's wide horizontal swings.



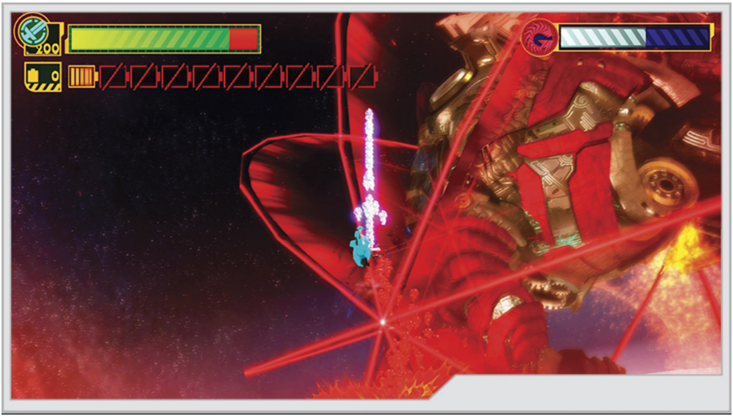


As you fly near his arms and legs, you can expect Jergingha to try punching and kicking you. These attacks can be stopped with Unite Guts.



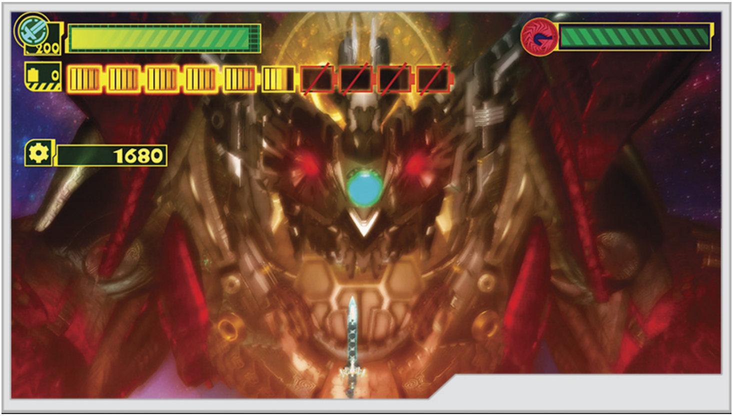


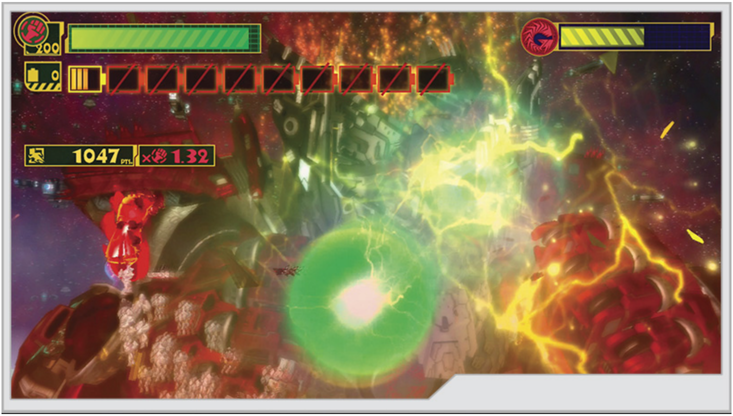
Swarms of purple meteors will also fall from above. Unite Guts can also take care of these. As a bonus, you can restore a lot of health if you have Healing Guts as an active Custom Block.



Jergingha will periodically emit an omnidirectional shock-wave attack. You can escape this by flying in between shock waves.

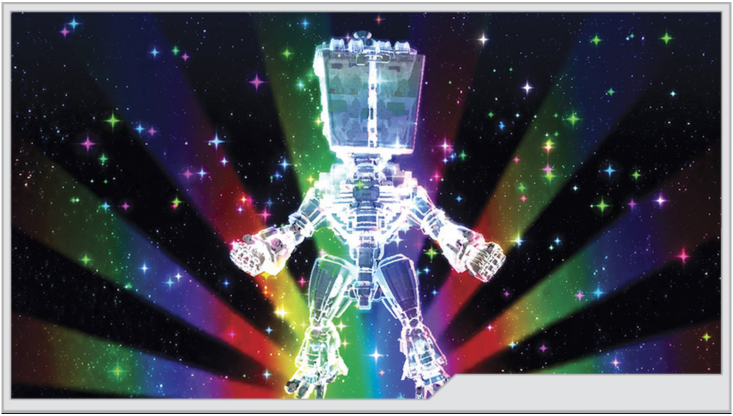
Occasionally, Jergingha will teleport a long distance away to grab a huge meteor to throw at you. Evade or block this with Unite Guts.



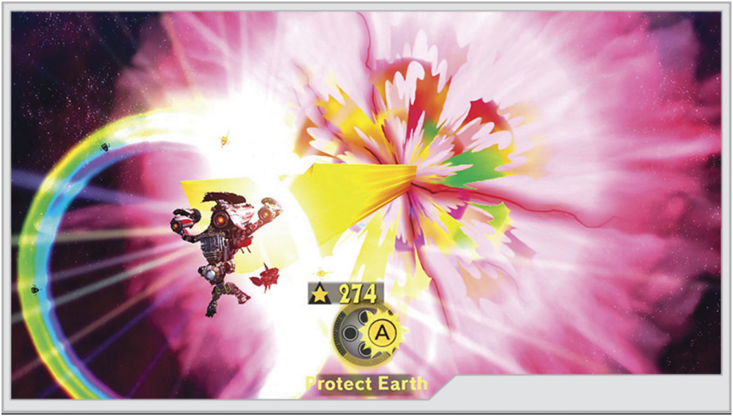


Once you destroy the first four cores, a fifth appears on Jergingha's head, and he rushes in, committed exclusively to close-range combat. You can Unite Guts his punches, but try and steer clear of the green energy bombs fired from his forehead. Now that Jergingha is so close, Unite Hand becomes a very good morph to rely on just for the sheer damage output. It does put you in prime range for the energy bombs, though, and those can't be stopped with Unite Guts.

After you destroy the final crystal, an amazing cutscene plays out, one that we refuse to spoil even a tiny bit but that culminates in the use of the special attack Unite Ultra Platinum. Follow the prompt onscreen to unleash this wonderful power.

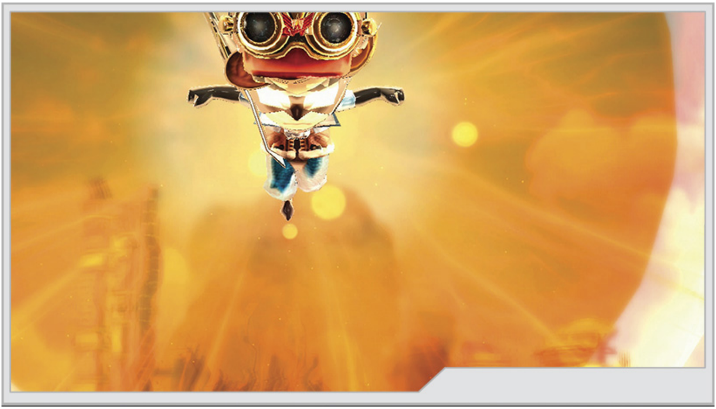


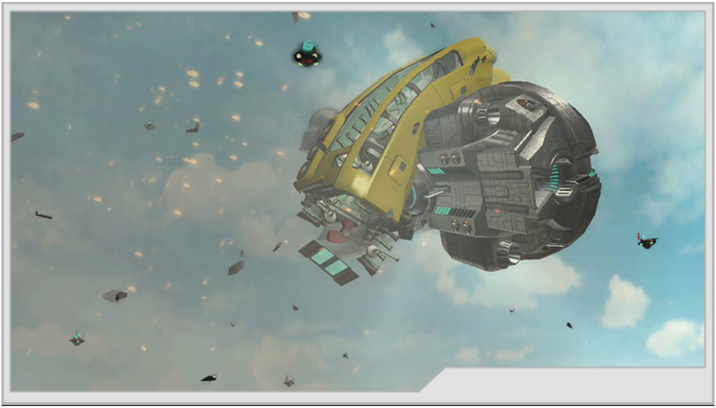
And even THAT is not enough! As the stakes continue to rise, you're given one last symbol to draw on your GamePad.

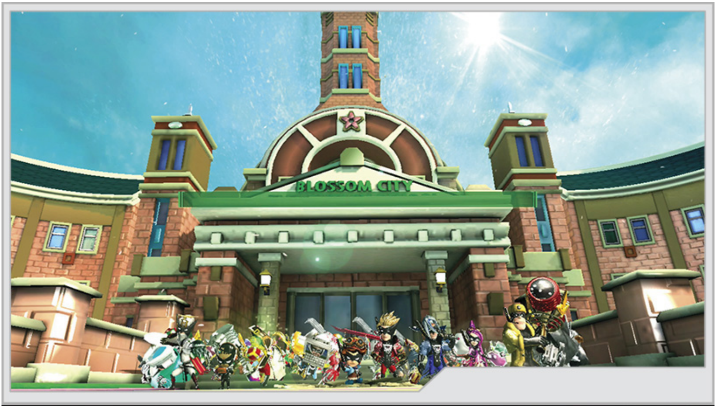


You have only one final task: protect Earth. Mash that A button as hard and as fast as you can, and complete Operation 009!

Epilogue






BLOSSOM CITY

Blossom City is a quickly growing metropolis, a symbol of humanity beating the odds whenever it has been challenged. A symbol of recovery in the wake of Earth Defense War 3. It's an idyllic morning, and Luka Alan Smithee, a student at Blossom City Elementary School, reminisces about the recent past while the school bus takes him and his fellow students to morning classes. Suddenly, the peace that so many fought so hard to restore is shattered by violence. Familiar ships fill the skies, bombarding newly reconstructed buildings. The child springs into action, prepared to assist his fellow students.

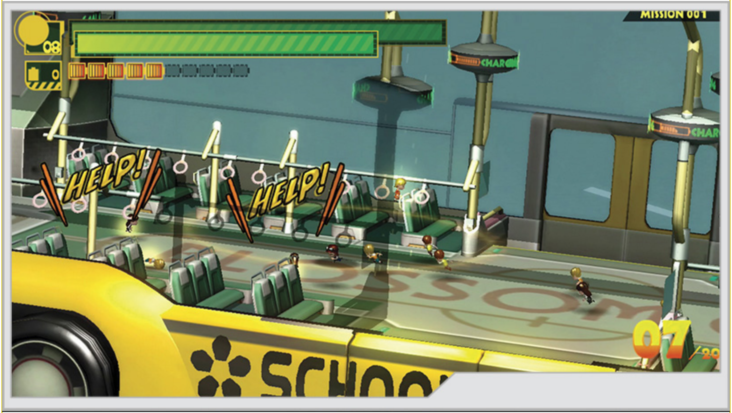
Epilogue

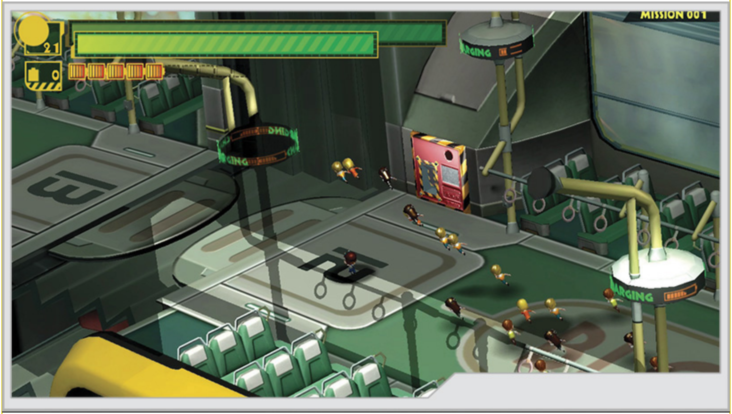
Mission 1

Medal Requirements

Enemies Present (All Difficulties)

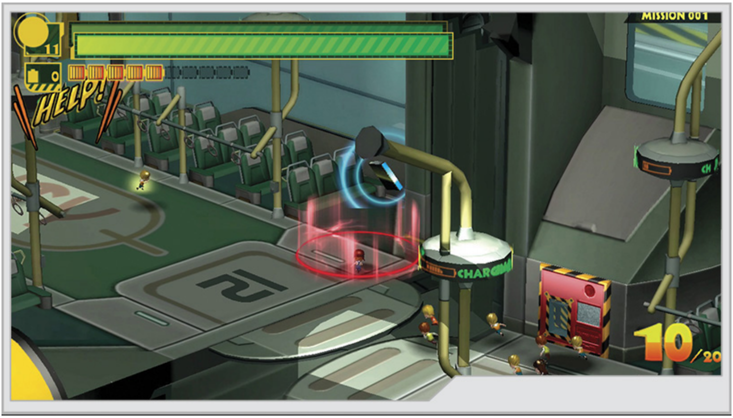
None


MISSION 001
08
0
HELP!
HELP!
07
/20

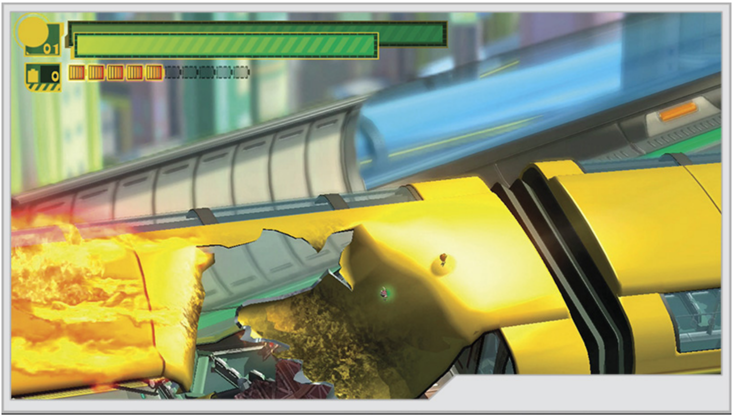

MISSION 001
21
0

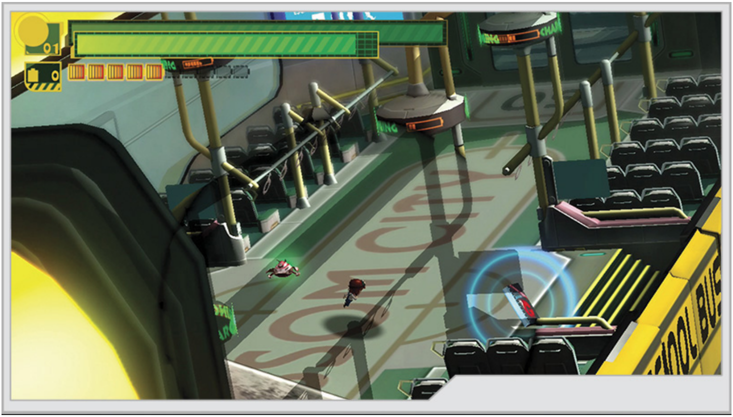
Mirroring the actions of his teacher, Luka must dash through two bus compartments, rescuing 20 students and getting them to safety.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:25	0:30	0:40	0:50	Very easy
Time	0:25	0:30	0:40	0:50	Easy
Time	0:20	0:25	0:30	0:40	Normal
Time	0:20	0:25	0:30	0:40	Hard
Time	0:20	0:25	0:30	0:40	101% Hard


MISSION 001
11
HELP!
10

It’s easy to miss, but don’t forget to pick up GEATHJERK File No. 52 on the second compartments full of students. You can find it next to the door separating your starting location and the second compartment.





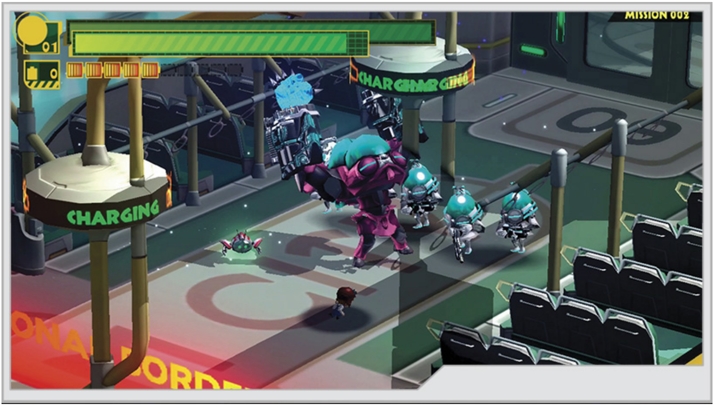
Now make for the front of the bus. You'll have to cross over the roof of some compartments, but you will drop back inside compartment 9 eventually. Don't forget to pick up GEATHJERK File No. 53 when you get there.

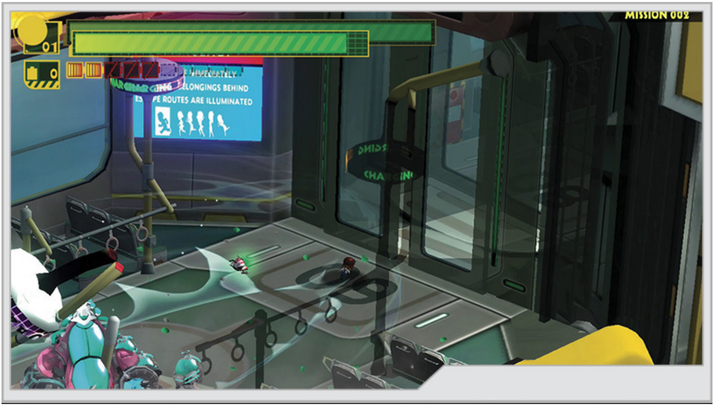
Mission 2

Medal Requirements

Enemies Present (All Difficulties)

Dough-Goo x6, Chew Dough-Goo


MISSION 002
CHARGING


MISSION 002
01
LONGINGS BEHIND
ROUTES ARE ILLUMINATED
CHARGING

As you cross through compartment 9, the GEATHJERK attempt to ambush you. Ignore them and keep moving forward until a Cough-Foon forces Luka to make a dramatic transformation, becoming the mighty hero Wonder-Goggles!

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:30	3:50	4:10	4:30	Very easy
Time	3:30	3:50	4:10	4:30	Easy
Time	3:30	3:50	4:10	4:30	Normal
Time	3:30	3:50	4:10	4:30	Hard
Time	3:30	3:50	4:10	4:30	101% Hard
Damage	0:05	0:10	0:15	0:20	Very easy
Damage	0:05	0:10	0:15	0:20	Easy
Damage	0:05	0:10	0:15	0:20	Normal
Damage	0:05	0:10	0:15	0:20	Hard
Damage	0:05	0:10	0:15	0:20	101% Hard

Mission 3

Medal Requirements

Enemies Present (Very Easy–Normal)

Wave 1: Dough-Goo x3

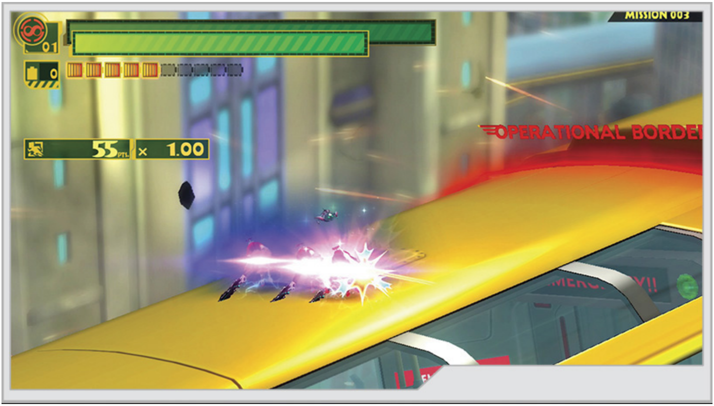
Wave 2: Dough-Goo x3

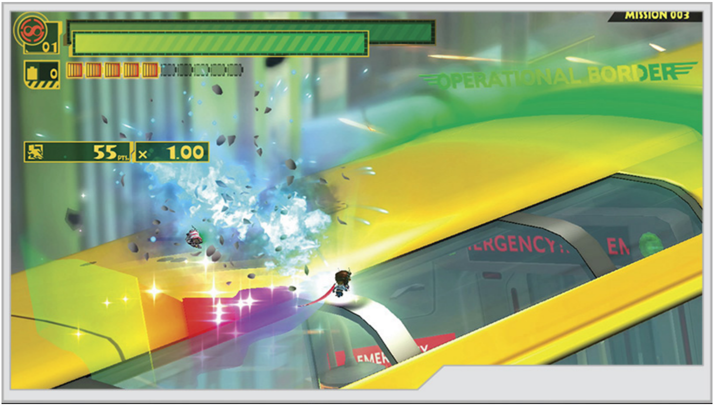
Enemies Present (Hard–101% Hard)

Wave 1: Dough-Goo x3

Wave 2: Diedough-Goo

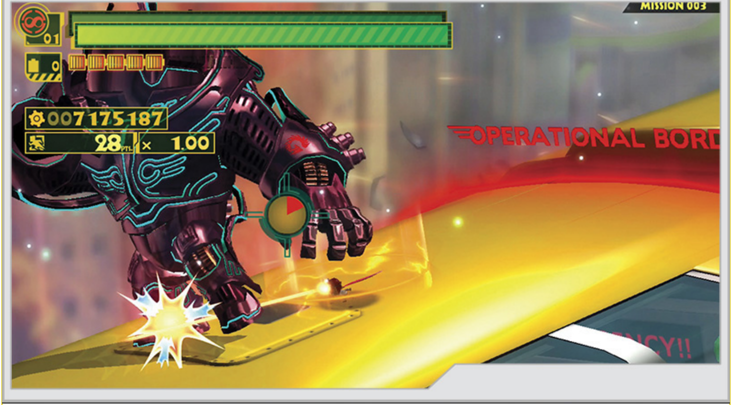
MISSION 003
01
0
001247334
36 PTS.
× 1.00
OPERATIONAL
GENCY


MISSION 003
01
0
55 PTS.
× 1.00
OPERATIONAL BORDE


MISSION 003
01
0
55 PTS.
× 1.00
OPERATIONAL BORDER

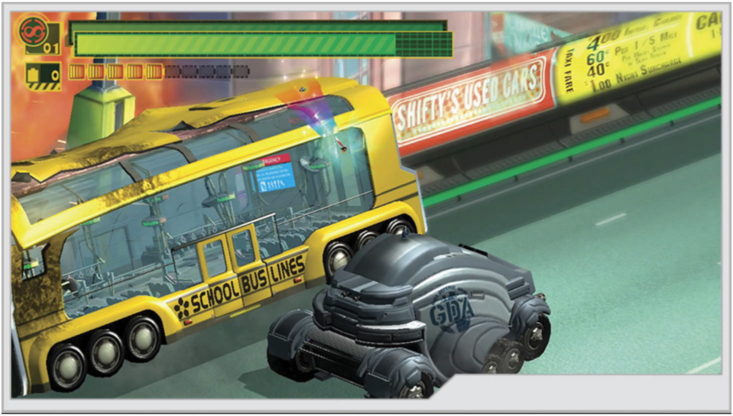
Landing on compartment 7 at the end of Mission 2, you're thrust immediately into another battle. Wonder-Goggles uses his headgear to fire powerful but extremely short-ranged lasers, but it should be more than enough for the enemies at hand.

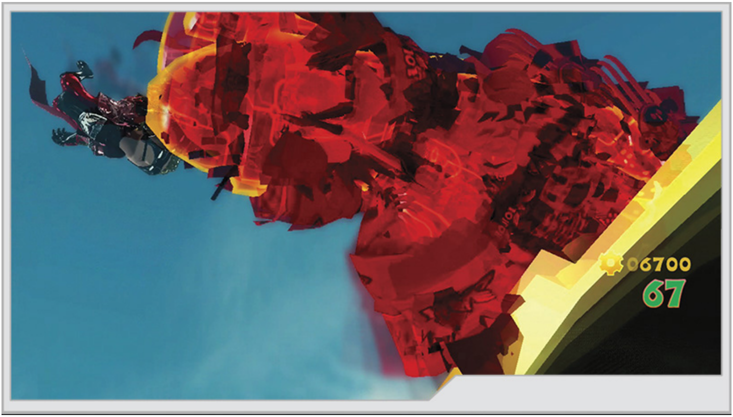
Hard and 101% Hard Mode


MISSION 003
01
0
007175187
28 PTS
× 1.00
OPERATIONAL BORD
CY!!

The second wave on higher difficulties is replaced by a Diedough-Goo, and it's here that Wonder-Goggles' ability shows its key weakness: It's relatively slow to fire, and the hero recovers slowly from each shot, which gives the Diedough-Goo plenty of time to smack you around.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:40	0:50	1:00	Very easy
Time	0:30	0:40	0:50	1:00	Easy
Time	0:30	0:40	0:50	1:00	Normal
Time	1:30	1:40	1:50	2:00	Hard
Time	1:30	1:40	1:50	2:00	101% Hard
Combo	30	20	10	5	Very easy
Combo	30	20	10	5	Easy
Combo	45	40	30	20	Normal
Combo	55	50	40	30	Hard
Combo	55	50	40	30	101% Hard
Damage	0	100	200	300	Very easy
Damage	0	100	200	300	Easy
Damage	0	100	200	300	Normal
Damage	0	100	300	500	Hard
Damage	0	100	300	500	101% Hard


01
SHIFTY'S USED CARS
TAXI FARE
SCHOOL BUS LINES
GDA



In the aftermath of Mission 3, the bus sustains multiple artillery barrages. Fortunately, Wonder-Red and Wonder-Blue arrive on the scene, along with the rest of the team. Just like in the Prologue, you'll need to survive a leap off the bus to meet with Wonder-Blue, climb back aboard the bus with Wonder-Red's Unite Hand, and cut apart a flying car with Wonder-Blue's Unite Sword.

Mission 4

Medal Requirements

Enemies Present (Very Easy–Normal)

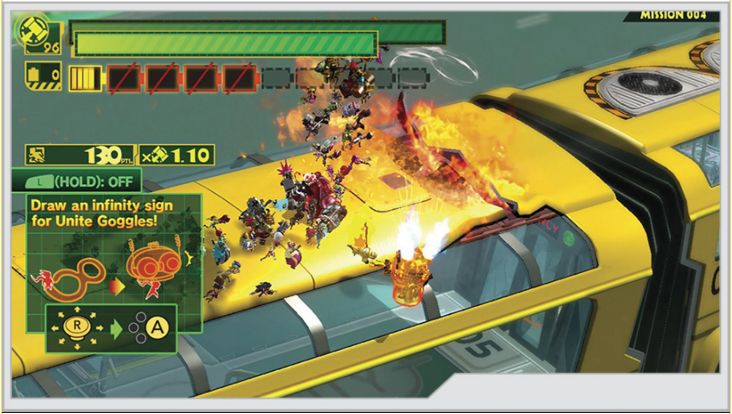
Wave 1: Dough-Goo x4, Chew Dough-Goo

Wave 2: Dough-Goo x4, Chew Dough-Goo

Enemies Present (Hard–101% Hard)

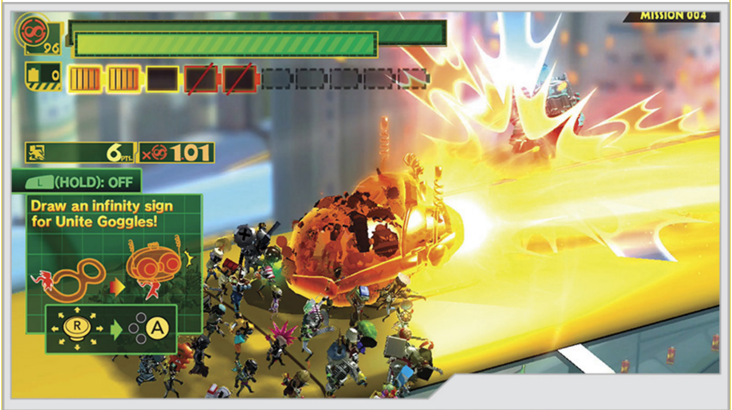
Wave 1: Diedough-Goo x2

Wave 2: Gedie Dough-Goo



Draw an infinity sign for Unite Goggles!

MISSION 004
96
0
130 PTS.
x 1.10
L (HOLD): OFF
R
A

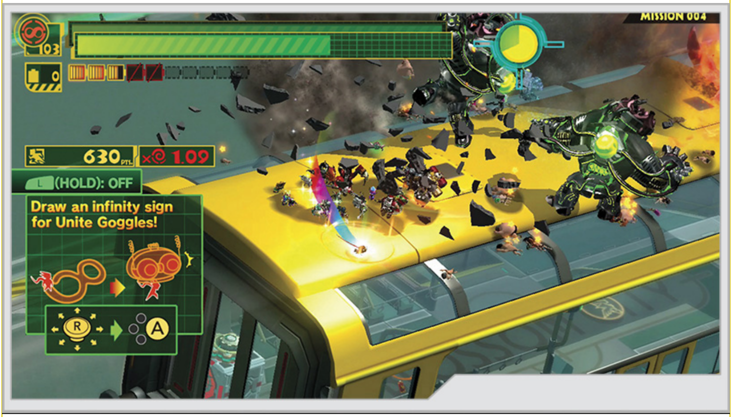


Draw an infinity sign for Unite Goggles!

MISSION 004
96
0
6 PTS.
x 101
L (HOLD): OFF
R
A

You shouldn't have much trouble with Dough-Goo or Chew Dough-Goo by this point, especially after what you survived during the previous large-scale operation.

Hard and 101% Hard Mode

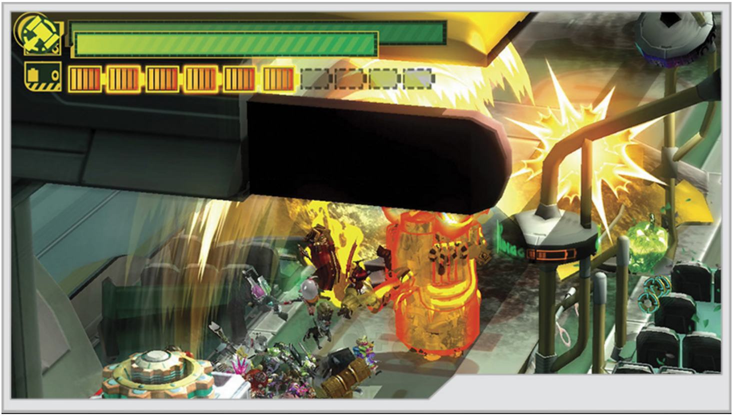

MISSION 004
03
630 PTS
x 1.09
L (HOLD): OFF
R
A

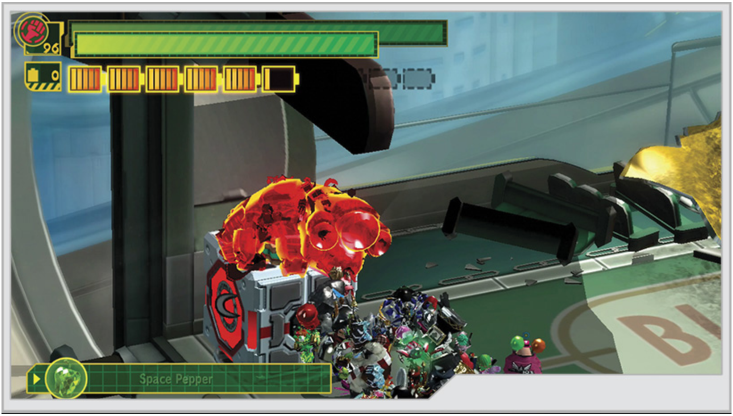
Draw an infinity sign for Unite Goggles!

This can be a tough mission to Platinum. It's possible to knock the huge combat machines off the bus, which doesn't hurt them and makes you wait for them to teleport back onto the bus before you can keep fighting.

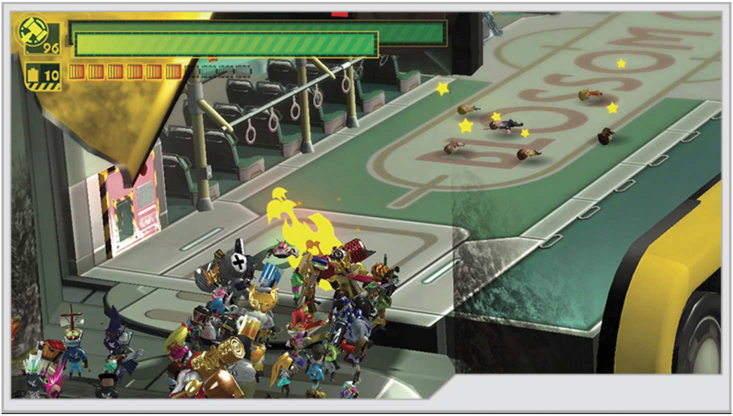
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	1:00	1:20	1:40	2:00	Very easy
Time	1:00	1:20	1:40	2:00	Easy
Time	1:00	1:20	1:40	2:00	Normal
Time	4:30	5:00	5:30	6:00	Hard
Time	4:30	5:00	5:30	6:00	101% Hard
Combo	1000	800	600	400	Very easy
Combo	1500	1200	800	500	Easy
Combo	2000	1500	1000	500	Normal
Combo	6000	5000	2000	1500	Hard
Combo	7000	6000	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal

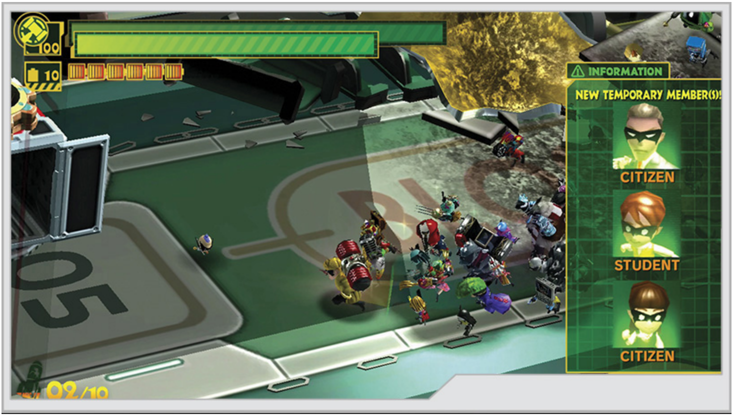
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



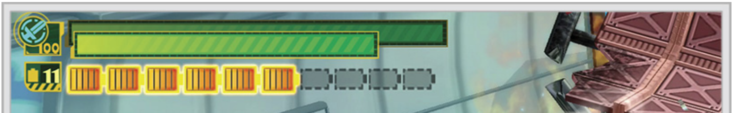

96
Space Pepper

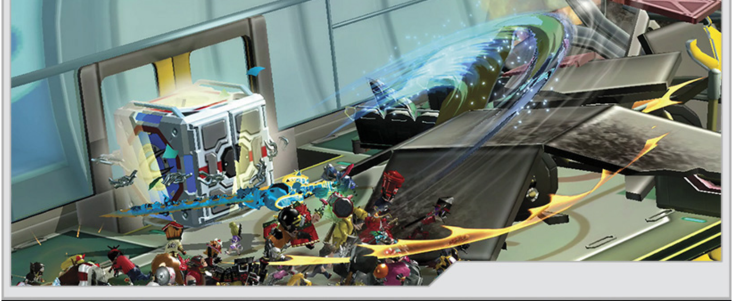
Continue forward after completing Mission 4. An artillery barrage will blast open the rooftop to compartment 5. Inside is a red supply box with GEATHJERK File No. 54. You can also hammer the ground on the side of the debris facing the door to uncover some additional goodies.



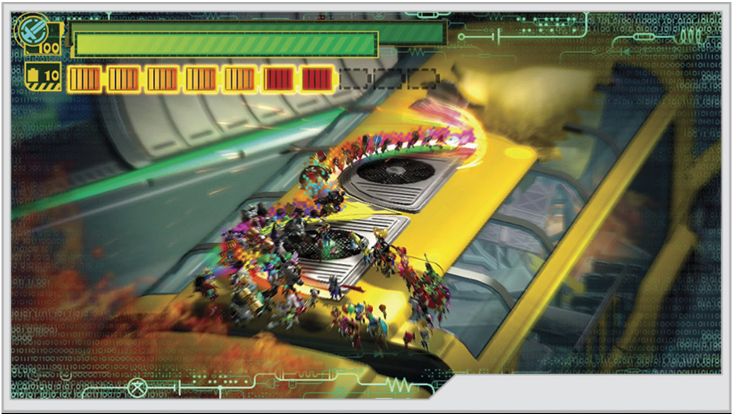

100
10
INFORMATION
NEW TEMPORARY MEMBER(S)!
CITIZEN
STUDENT
CITIZEN
05
02/10

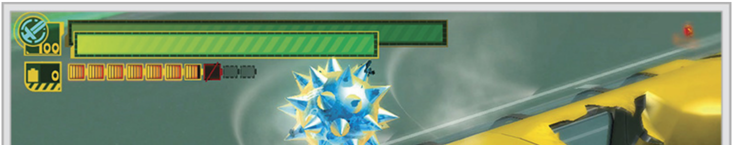
Crossing into compartment 4, rescue the civilians lying on the ground, then fall back to the red supply box to find Wonder-Babe, the youngest of all Wonderful Ones.

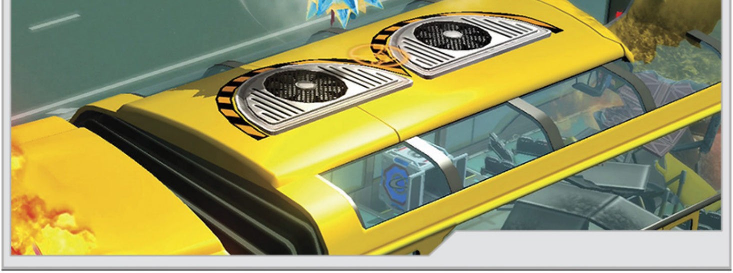




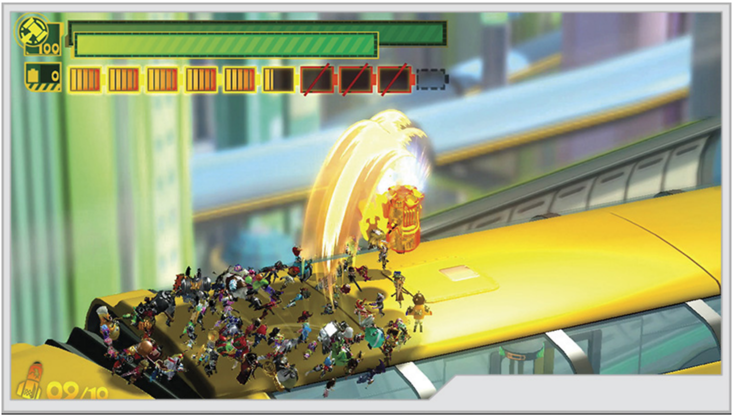
Back in compartment 4, a blue supply box appears, containing more food items.







Climbing back to the roof of compartment 4, you can head away from where you're supposed to go, finding an air-conditioning vent. If you trace the M-shape over these vents, you earn some food, and it activates the air vents. Use these to reach Wonderful Figure No. 59.



Before triggering Mission 5, it is possible to hammer on the first air vent of compartment 3, where you find an extra support item.

Mission 5

Medal Requirements

Enemies Present (Very Easy–Normal)

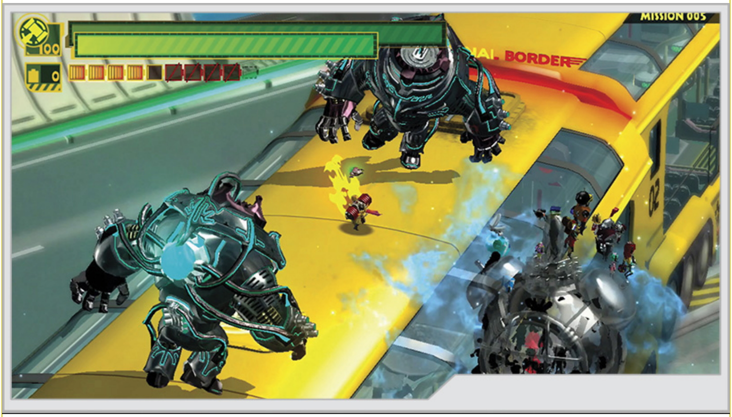
Wave 1: Diedough-Goo x2

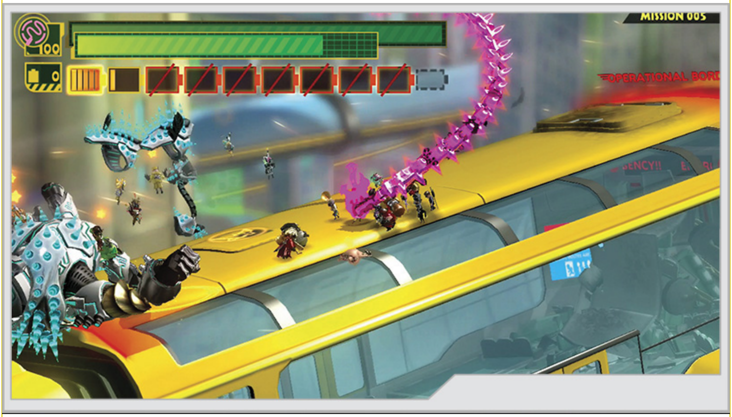
Wave 2: Gedie Dough-Goo

Enemies Present (Hard–101% Hard)

Wave 1: Doora x2

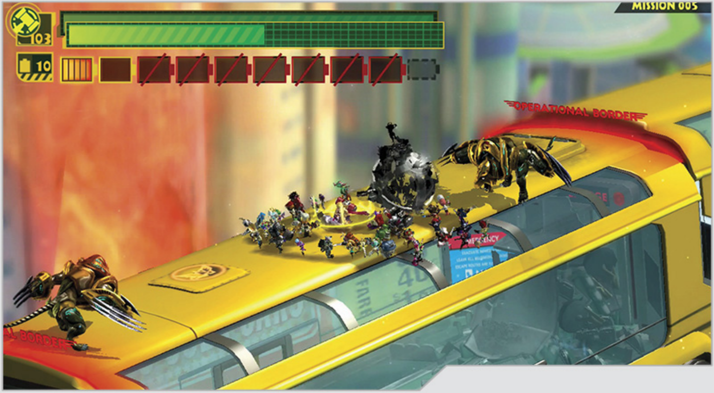
Wave 2: Surey Doora x2

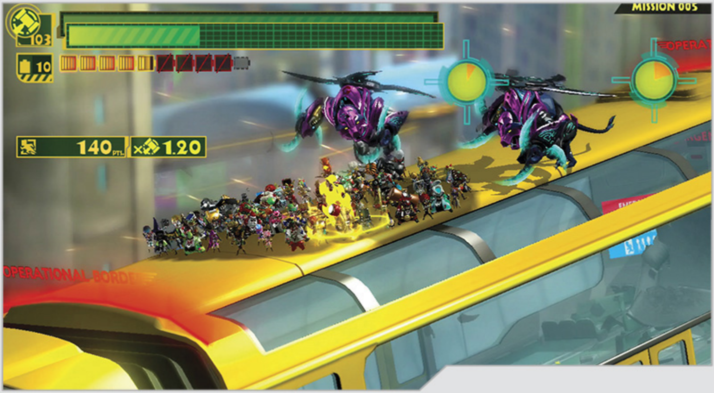

MISSION 005
AL BORDER


MISSION 005
OPERATIONAL BORD

The hardest part of this mission is the sheer size of both the two Diedough-Goo in the first wave and the Gedie Dough-Goo in the second wave. You can still do a lot to contain these threats with smart use of Unite Bomb to help set up your offense. It can be frustrating because when these units enrage and begin rampaging across the bus, your only evasion options are to jump over them or to use a well-timed Unite Spring to get on the other side of them. It's also possible to accidentally knock these units off the bus, which doesn't destroy them, but causes them to teleport back onto the bus. This process wastes time and can cost you the Platinum ranking.

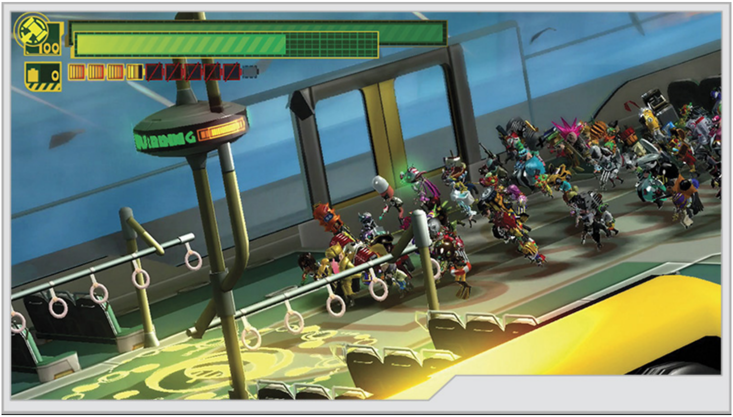
Hard and 101% Hard Mode


MISSION 005
103
10
OPERATIONAL BORDER
OPERATIONAL BORDER


MISSION 005
103
10
140 PTL.
x 1.20
OPERATIONAL BORDER
OPERAT

The higher difficulty versions of this mission present a different threat altogether: the high-speed combat style of the Doora and Surey Doora units in a confined space with nowhere to hide. Liberally apply Unite Bombs to the problem, backed up by Hero Time–enhanced Unite Spring dodges or even Hero Sense. The slower they are going, the better off you'll be while trying to fight them.

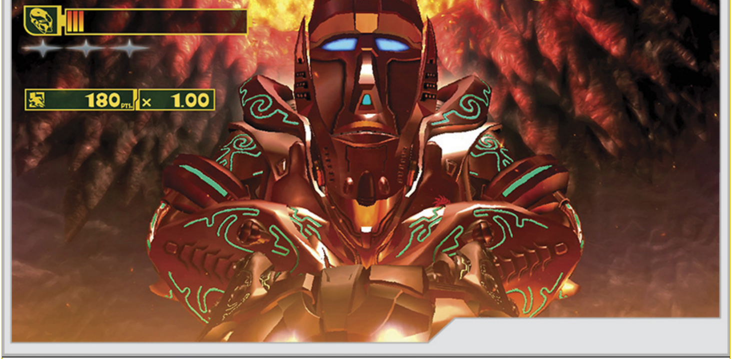
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	2:30	3:00	4:00	5:00	Very easy
Time	2:30	3:00	4:00	5:00	Easy
Time	2:30	3:00	4:00	5:00	Normal
Time	4:30	5:00	5:30	6:00	Hard
Time	4:30	5:00	5:30	6:00	101% Hard
Combo	4000	3000	2000	1000	Very easy
Combo	6000	4000	2000	1000	Easy
Combo	8000	6000	4000	2000	Normal
Combo	6000	5000	2000	1500	Hard
Combo	7000	6000	3000	2000	101% Hard
Damage	0	500	1000	2000	Very easy
Damage	0	500	1000	2000	Easy
Damage	0	500	1000	2000	Normal
Damage	0	1000	2000	4000	Hard
Damage	0	1000	2000	4000	101% Hard



After Mission 5 wraps up, you can hammer the second vent of compartment 3 to fall back inside the bus. Rescue the civilians here. Among them is Wonder-Toy! Additionally, you find the last of the Kahkoo-regah portals here, just like in the prologue!

Secret Mission 6
Medal Requirements
Enemies Present (Very Easy–Normal)
Wallgah-Goojin
Enemies Present (Hard–101% Hard)
Giga-Goojin
Rewards for Completion
Normal Mode: Figure No. 117 Virgin Victory Hard Mode: Figure No. 53 Wonder-Sister 101% Mode: Figure No. 104 Wonder-Goggles

SECRET MISSION 006

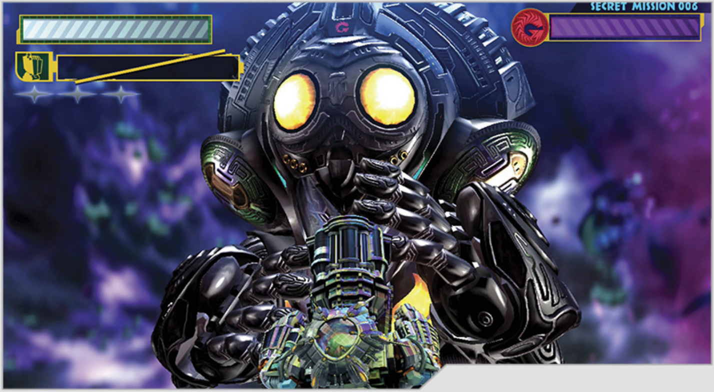


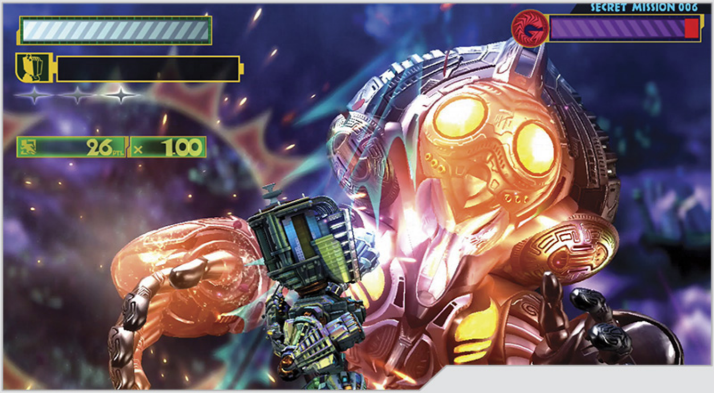
SECRET MISSION 006
792 PTS.
× 1.00

In one of the most evil Kahkoo-regah portal missions of the game, only surpassed by the Hard and 101% Hard versions of the same mission, you must fight Wallgah-Goojin without taking any damage. Not even blocking damage is acceptable. The moment you take any damage, the mission fails.

Expect to practice a LOT. Wallgah-Goojin has a wide variety of attacks that you must handle in specific ways to avoid them altogether. Consult page 225 to see tips on how to fight Wallgah-Goojin during your original encounter, or check out page 368 in the GEATHJERK Files section to see a chart of all his attacks, along with your available options to dealing with them!

Hard and 101% Hard Mode


SECRET MISSION 006


SECRET MISSION 006
26 PTS
× 1.00

You've got the same "no damage" requirements as you did on the earlier difficulties, but now you face a considerably nastier opponent. Giga-Goojin is a whole different level of Jerk compared to Wallgah-Goojin. The tells for all his attacks come much faster, the attacks themselves are faster, and the animations for them can easily throw off the timing of your evasions and cause you to eat a hit and lose.

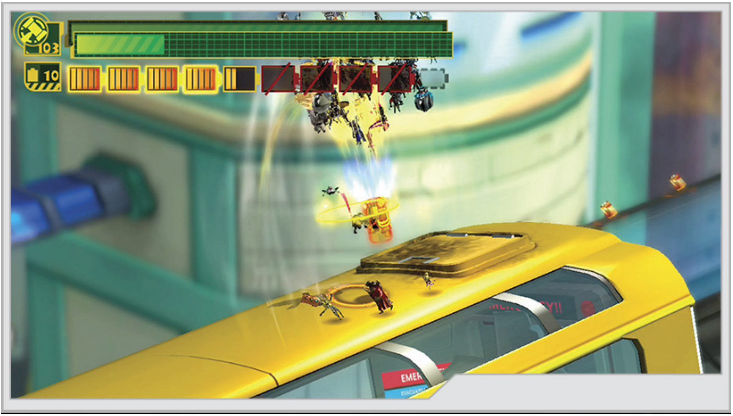
SECRET MISSION 006
90 PTS.
× 1.00

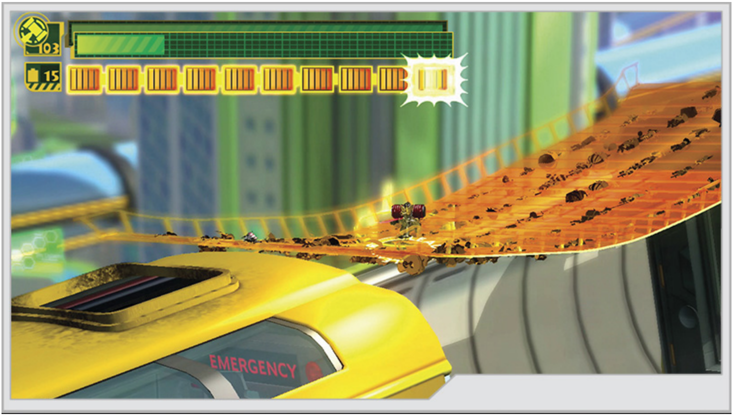
The nastiest thing Giga-Goojin has in his arsenal is the Kaizor Diejeah summon. The flying dragon cannot be blocked; you MUST cleanly evade all of the flybys it performs. The problem is that Giga-Goojin can order perhaps three passes on one summon, seven or eight on another, sometimes with passes being ordered while Kaizor Diejeah is already in the middle of starting its attacks. During this phase of the fight, you must keep an eye on Giga-Goojin's arm motions to determine where Kaizor Diejeah is attacking from.

If you can survive this, you're probably already well acquainted with everything else Giga-Goojin does, and that skill is going to come from a lot of practice. Expect to tank your overall mission score while trying this out for your first time; it's very easy to lose the fight due to the no damage requirement.

Consult page 295 to see tips on how to fight Giga-Goojin during your original encounter, or check out page 371 in the GEATHJERK Files section to see a chart of all his attacks, along with your available options to dealing with them! Good luck.

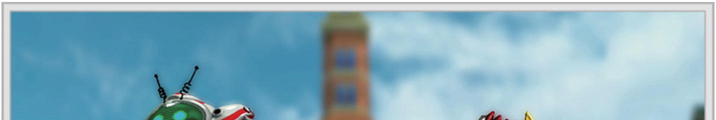
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	3:00	3:30	4:00	4:30	Normal
Time	4:30	5:00	5:30	6:00	Hard
Time	10:00	10:30	11:00	11:30	101% Hard
Damage	2500	2000	1500	1000	Normal
Damage	3000	2500	2000	1500	Hard
Damage	3000	2500	2000	1500	101% Hard





103
15
EMERGENCY

When you leave behind compartment 3 and bridge your way over to compartment 2, don't forget you can hammer the second vent of compartment 2 for a hidden food item.



As you reach the front of the bus, you must save the school by Unite Building a ramp to launch the bus over the campus; then blast it with Unite Goggles to destroy an oncoming Cough-Foon. Just like old times! However, after the triumphant final cutscene plays out and the credits begin to roll, there's still fighting left to do.

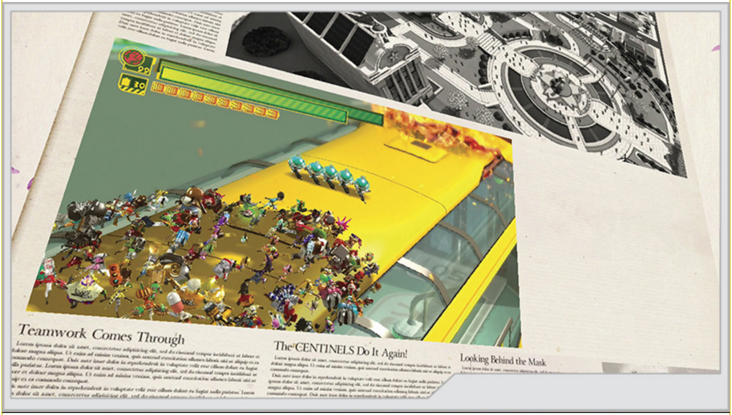
The following battles are all truncated versions of events that occurred throughout the adventure while the credits continue to play out. You'll be fighting weakened versions of the enemies you faced and will have very limited time during each scenario to finish off your opponents. You're still being graded here, so don't get careless even as you bask in your victory!

Mission 7

Medal Requirements

Enemies Present (All Difficulties)

Dough-Goo x5


99
30
Teamwork Comes Through
The CENTINELS Do It Again!
Looking Behind the Mask

Crushing five Dough-Goo underfoot should be a reflex by now.

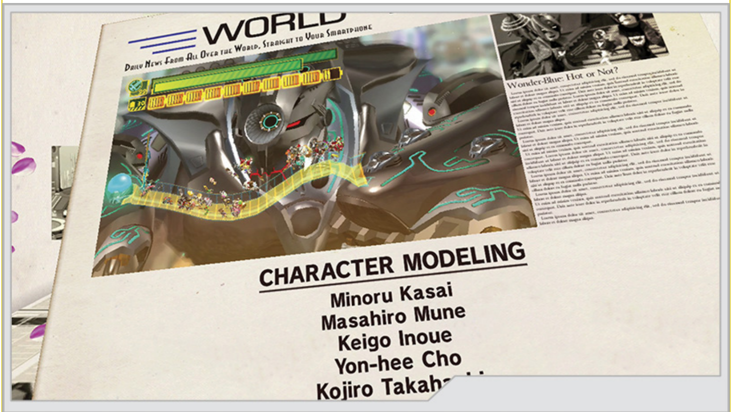
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:31	0:32	0:33	Very easy
Time	0:30	0:31	0:32	0:33	Easy
Time	0:30	0:31	0:32	0:33	Normal
Time	0:30	0:31	0:32	0:33	Hard
Time	0:30	0:31	0:32	0:33	101% Hard
Combo	70	60	50	40	Very easy
Combo	70	60	50	40	Easy
Combo	70	60	50	40	Normal
Combo	70	60	50	40	Hard
Combo	70	60	50	40	101% Hard
Damage	0	500	1000	1500	Very easy
Damage	0	500	1000	1500	Easy
Damage	0	500	1000	1500	Normal
Damage	0	500	1000	1500	Hard
Damage	0	500	1000	1500	101% Hard

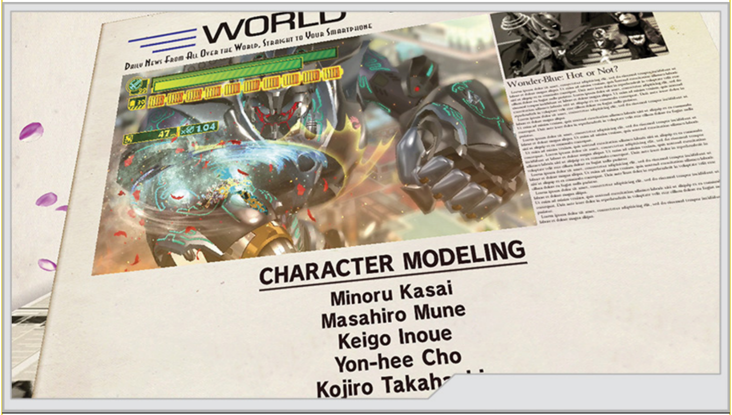
Mission 8

Medal Requirements

Enemies Present (All Difficulties)

Gah-Goojin


WORLD
Daily News From All Over the World, Straight to Your Smartphone
Wonder-Blue: Hot or Not?
CHARACTER MODELING
Minoru Kasai
Masahiro Mune
Keigo Inoue
Yon-hee Cho
Kojiro Takah


WORLD
Daily News From All Over the World, Straight to Your Smartphone
47
104
Wonder-Blue: Hot or Not?
CHARACTER MODELING
Minoru Kasai
Masahiro Mune
Keigo Inoue
Yon-hee Cho
Kojiro Takah

Your goal here is to quickly destroy the orbs on the Gah-Goojin's forearms. Unite Hand and Unite sword can make short work of the orbs. You're not done after taking out the first set on the arm you start on; you have to bridge your way over to the next arm in order to reach the second set of targets.

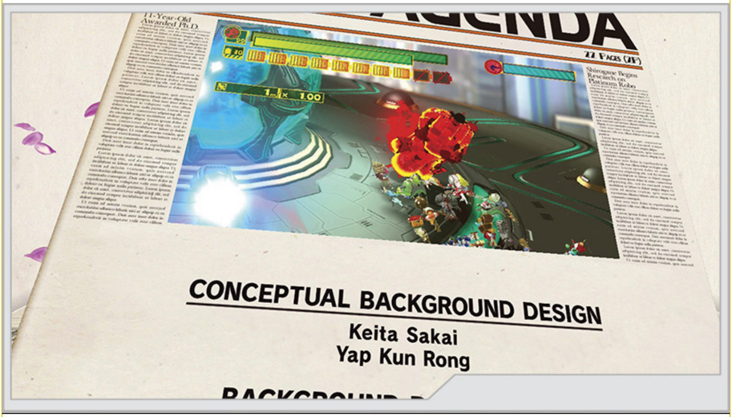
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:31	0:32	0:33	Very easy
Time	0:30	0:31	0:32	0:33	Easy
Time	0:30	0:31	0:32	0:33	Normal
Time	0:30	0:31	0:32	0:33	Hard
Time	0:30	0:31	0:32	0:33	101% Hard
Combo	70	60	50	40	Very easy
Combo	70	60	50	40	Easy
Combo	70	60	50	40	Normal
Combo	70	60	50	40	Hard
Combo	70	60	50	40	101% Hard
Damage	0	500	1000	1500	Very easy
Damage	0	500	1000	1500	Easy
Damage	0	500	1000	1500	Normal
Damage	0	500	1000	1500	Hard
Damage	0	500	1000	1500	101% Hard

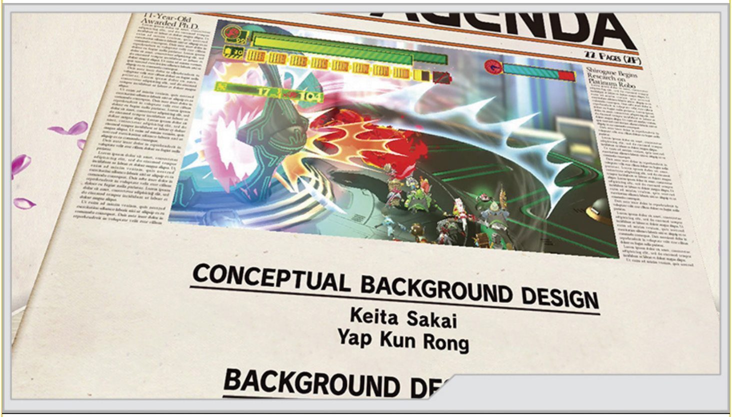
Mission 9

Medal Requirements

Enemies Present (All Difficulties)

Notoriyeah


11-Year-Old Awarded Ph.D.
22 PAGES (2F)
Shirogane Begins Research on Platinum Robo
CONCEPTUAL BACKGROUND DESIGN
Keita Sakai
Yap Kun Rong


11-Year-Old Awarded Ph.D.
22 PAGES (2F)
Shirogane Begins Research on Platinum Robo
CONCEPTUAL BACKGROUND DESIGN
Keita Sakai
Yap Kun Rong
BACKGROUND DE

The Notoriyeah's reactor starts off already firing its energy beams. Charge up the biggest Unite Hand you can, get up close, and pound away. The lasers will start moving faster, so at some point you should take to the air and try to wrap up the fight with an air combo. A large enough Unite Hand can finish off the reactor before the lasers threaten to damage you.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:31	0:32	0:33	Very easy
Time	0:30	0:31	0:32	0:33	Easy
Time	0:30	0:31	0:32	0:33	Normal
Time	0:30	0:31	0:32	0:33	Hard
Time	0:30	0:31	0:32	0:33	101% Hard
Combo	50	40	30	20	Very easy
Combo	50	40	30	20	Easy
Combo	50	40	30	20	Normal
Combo	50	40	30	20	Hard
Combo	50	40	30	20	101% Hard
Damage	0	500	1000	1500	Very easy
Damage	0	500	1000	1500	Easy
Damage	0	500	1000	1500	Normal
Damage	0	500	1000	1500	Hard
Damage	0	500	1000	1500	101% Hard

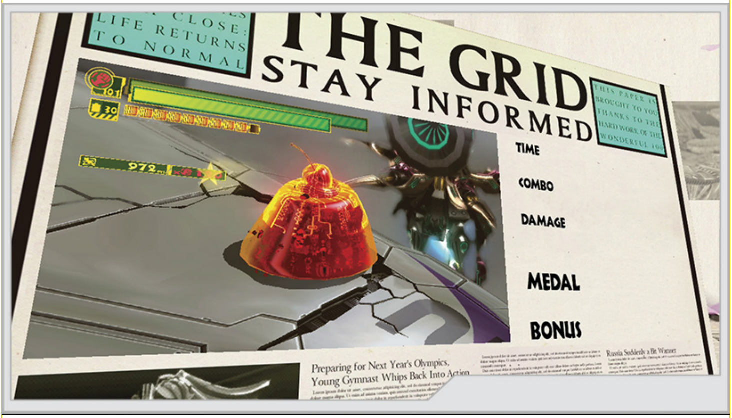
Mission 10

Medal Requirements

Enemies Present (All Difficulties)

Chew Dough-Goo x2, Dough-Goo, Tiekuu

LIFE RETURNS TO NORMAL
THE GRID
STAY INFORMED
ANIMATION LEAD
Hidetoshi Kai
ANIMATION
Marumi Nakajo
Toshiki Araki
Hirotsugu Yasui
Tetsuya Okuda
Daisuke Sekimoto
Preparing for Next Year's Olympics, Young Gymnast Whips Back Into Action
121
200
100
50


LIFE RETURNS TO NORMAL
THE GRID
STAY INFORMED
THIS PAPER IS BROUGHT TO YOU THANKS TO THE HARD WORK OF THE WONDERFUL 100
101
30
972
TIME
COMBO
DAMAGE
MEDAL
BONUS
Preparing for Next Year's Olympics, Young Gymnast Whips Back Into Action
Russia Suddenly a Bit Warmer

This can be tough to Platinum. Open the fight with the largest Unite Bomb you can, in order to destroy the Chew Dough-Goo so they can't summon Dough-Goo. Then, reflect a single cannonball back at the Tiekuu if necessary. It's possible with the right positioning to destroy all the enemies with a single Unite Bomb.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:31	0:32	0:33	Very easy
Time	0:30	0:31	0:32	0:33	Easy
Time	0:30	0:31	0:32	0:33	Normal
Time	0:30	0:31	0:32	0:33	Hard
Time	0:30	0:31	0:32	0:33	101% Hard
Combo	100	70	40	10	Very easy
Combo	100	70	40	10	Easy
Combo	100	70	40	10	Normal
Combo	100	70	40	10	Hard
Combo	100	70	40	10	101% Hard
Damage	0	500	1000	1500	Very easy
Damage	0	500	1000	1500	Easy
Damage	0	500	1000	1500	Normal
Damage	0	500	1000	1500	Hard
Damage	0	500	1000	1500	101% Hard

Mission 11

Medal Requirements

Enemies Present (All Difficulties)

Wonder-Blue

Vol. 145, No. 1
THE MESSEN
214 × 100
Strike
Jerks Sent Packing

INTERFACE DESIGN
Yui Hosokawa
Kazutoshi Takeuchi
Erika Kuga
Timor Khanagov

The duel with Wonder-Blue is as tough as you'd expect, if you let it be. However, landing a single parry will weaken him to such an extent that it'll only take a few blows to end things and set up the button-mashing finale. Don't fail that button-mash event; you'll not get another chance to win if you do.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:31	0:32	0:33	Very easy
Time	0:30	0:31	0:32	0:33	Easy
Time	0:30	0:31	0:32	0:33	Normal
Time	0:30	0:31	0:32	0:33	Hard
Time	0:30	0:31	0:32	0:33	101% Hard
Combo	4	3	2	1	Very easy
Combo	4	3	2	1	Easy
Combo	4	3	2	1	Normal
Combo	4	3	2	1	Hard
Combo	4	3	2	1	101% Hard
Damage	0	500	1000	1500	Very easy
Damage	0	500	1000	1500	Easy

Damage	0	500	1000	1500	Normal
Damage	0	500	1000	1500	Hard
Damage	0	500	1000	1500	101% Hard

Mission 12

Medal Requirements

Enemies Present (All Difficulties)

Wallgah-Goojin

NEWS TO A NOW PEACEFUL
EXTRA
WORLD
Khullo Takes Miss Universe
And Mr. Universe
Yoshihito Yamaguchi
Kohei Harada
Atsuhiko Murata
Toshiki Kawaoka
Nobuki Watanabe
Hidechika Sak

Replaying a section of the escape from Wallgah-Goojin at the end of Operation 005, you only need to evade his attacks for 20 seconds. Fly safe!

Element	Platinum	Gold	Silver	Bronze	Difficulty
Damage	0	100	200	300	Very easy
Damage	0	100	200	300	Easy
Damage	0	100	200	300	Normal
Damage	0	100	200	300	Hard
Damage	0	100	200	300	101% Hard

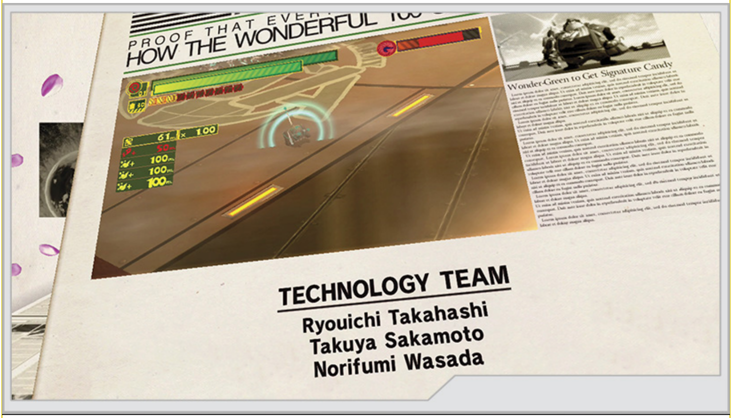
Mission 13

Medal Requirements

Enemies Present (All Difficulties)

Laambo, Dough-Goo

PROOF THAT EVER
HOW THE WONDERFUL
560
100
Wonder-Green to Get Signature Candy
ADDITIONAL COMPOSITION
Akira Takizawa
Hitomi Kurokawa


PROOF THAT EVER
HOW THE WONDERFUL
61 × 100
50
100
100
100
Wonder-Green to Get Signature Candy
TECHNOLOGY TEAM
Ryouichi Takahashi
Takuya Sakamoto
Norifumi Wasada

Laambo can easily cost you a Platinum due to how fast his attacks come. However, all you need to do is land a solid hit to get him to drop a GEATH-Remote. Grab the remote to convert any Dough-Goo that appear, which will also stun Laambo. Finish him off while he's stunned.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:31	0:32	0:33	Very easy
Time	0:30	0:31	0:32	0:33	Easy
Time	0:30	0:31	0:32	0:33	Normal
Time	0:30	0:31	0:32	0:33	Hard
Time	0:30	0:31	0:32	0:33	101% Hard
Combo	100	80	60	40	Very easy
Combo	100	80	60	40	Easy
Combo	100	80	60	40	Normal
Combo	100	80	60	40	Hard
Combo	100	80	60	40	101% Hard
Damage	0	500	1000	1500	Very easy
Damage	0	500	1000	1500	Easy
Damage	0	500	1000	1500	Normal
Damage	0	500	1000	1500	Hard
Damage	0	500	1000	1500	101% Hard

Mission 14

Medal Requirements

Enemies Present (All Difficulties)

Ohdarko

GRAND HERALD
Vol. 66 No. 2
20 Pages
118
30
143
108
SOUND DESIGN LEAD
Masato Shindo
SOUND DESIGN
Masaki Izumina
Yasuhiro Naka
Yuji Honda
Masataka Jogo
Kentaro Nakagoshi
Naoto Tanaka
Wonder-White Sets Japanese Filibuster Record

Returning to the helm of the Virgin Victory, avoid Ohdarko's attacks while shooting it until it falls down. Set up Unite Sword to absorb its electric attacks and reflect its large beam attack. You can't afford to miss your shots too much for this mission; if Ohdarko survives after 30 seconds, you'll fail the time requirement.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:31	0:32	0:33	Very easy
Time	0:30	0:31	0:32	0:33	Easy
Time	0:30	0:31	0:32	0:33	Normal
Time	0:30	0:31	0:32	0:33	Hard
Time	0:30	0:31	0:32	0:33	101% Hard
Combo	100	80	60	40	Very easy
Combo	100	80	60	40	Easy
Combo	100	80	60	40	Normal
Combo	100	80	60	40	Hard
Combo	100	80	60	40	101% Hard
Damage	0	500	1000	1500	Very easy
Damage	0	500	1000	1500	Easy
Damage	0	500	1000	1500	Normal
Damage	0	500	1000	1500	Hard
Damage	0	500	1000	1500	101% Hard

Mission 15

Medal Requirements

Enemies Present (All Difficulties)

Vaaiki

Virgin Victory Operator Practices Smiling
NEWS...
TODAY!
50 Pages
CENTINELS Commander to Relax With Some Tea

CINEMATIC DESIGN

Kunihiko Tsuda
Mitsuhiro Kubo
Tsukasa Oishi
Masashi Aid
Eisaku Or

A large Unite Bomb causes heavy damage to the Vaaiki, and during that slowdown effect you can charge up a sufficiently powerful enough Unite Hand to finish the job in a single punch.

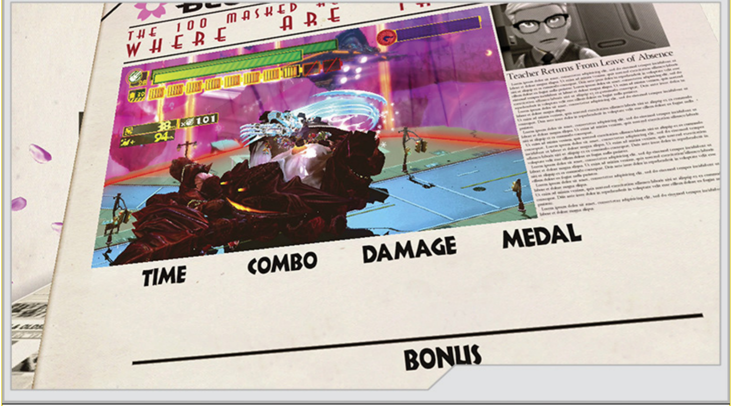
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:30	0:31	0:32	0:33	Very easy
Time	0:30	0:31	0:32	0:33	Easy
Time	0:30	0:31	0:32	0:33	Normal
Time	0:30	0:31	0:32	0:33	Hard
Time	0:30	0:31	0:32	0:33	101% Hard
Combo	30	25	20	15	Very easy
Combo	30	25	20	15	Easy
Combo	30	25	20	15	Normal
Combo	30	25	20	15	Hard
Combo	30	25	20	15	101% Hard
Damage	0	500	1000	1500	Very easy
Damage	0	500	1000	1500	Easy
Damage	0	500	1000	1500	Normal
Damage	0	500	1000	1500	Hard
Damage	0	500	1000	1500	101% Hard

Mission 16

Medal Requirements

Enemies Present (All Difficulties)

Deah-Kani


THE 100 MASKED
WHERE ARE
38
94
101
Teacher Returns From Leave of Absence
TIME
COMBO
DAMAGE
MEDAL
BONUS

Use Wonderful Rising to encourage the Deah-Kani to stand. Then cut off three legs with Unite Sword, pry open the back with Unite Claw, and enjoy seafood for dinner. If you're fast enough, the Deah-Kani won't even get to fight back.

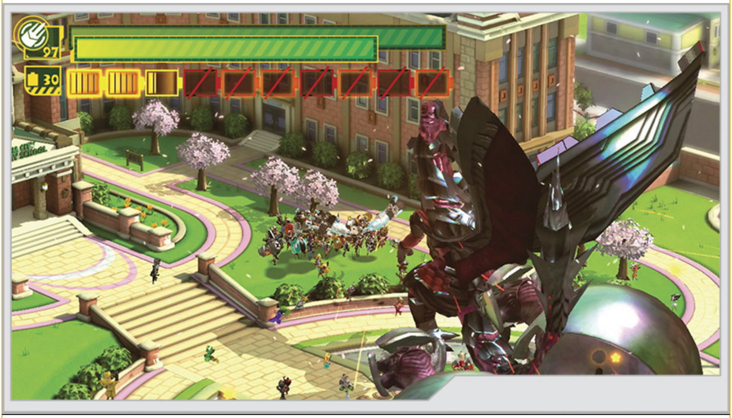
Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:40	0:41	0:42	0:43	Very easy
Time	0:40	0:41	0:42	0:43	Easy
Time	0:40	0:41	0:42	0:43	Normal
Time	0:40	0:41	0:42	0:43	Hard
Time	0:40	0:41	0:42	0:43	101% Hard
Combo	180	150	120	90	Very easy
Combo	180	150	120	90	Easy
Combo	180	150	120	90	Normal
Combo	180	150	120	90	Hard
Combo	180	150	120	90	101% Hard
Damage	0	500	1000	1500	Very easy
Damage	0	500	1000	1500	Easy
Damage	0	500	1000	1500	Normal
Damage	0	500	1000	1500	Hard
Damage	0	500	1000	1500	101% Hard

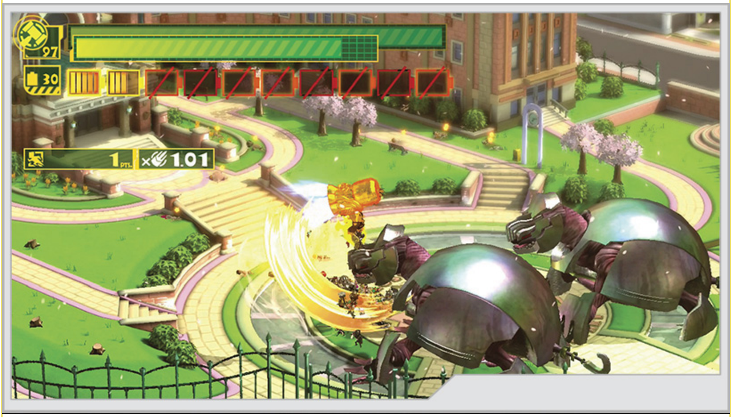
Mission 17

Medal Requirements

Enemies Present (All Difficulties)

Hah-Gonay x2, Megang x2

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The final mission returns us to the scene just before the credits roll. Surrounded by two Hah-Gonay and two Megang, open the fight with a large Unite Bomb to severely weaken the Hah-Gonay. Finish them off quickly before they can defend themselves with their armored wings, then switch to Unite Hammer to quickly work over the two Megang. Note that Unite Spikes can almost kill a Megang outright, which can help finish the battle quickly if you catch them trying to use foot stomps on you.

Element	Platinum	Gold	Silver	Bronze	Difficulty
Time	0:50	0:51	0:52	0:53	Very easy
Time	0:50	0:51	0:52	0:53	Easy
Time	0:50	0:51	0:52	0:53	Normal
Time	0:50	0:51	0:52	0:53	Hard
Time	0:50	0:51	0:52	0:53	101% Hard
Combo	250	200	150	100	Very easy
Combo	250	200	150	100	Easy
Combo	250	200	150	100	Normal
Combo	250	200	150	100	Hard
Combo	250	200	150	100	101% Hard
Damage	0	500	1000	1500	Very easy
Damage	0	500	1000	1500	Easy
Damage	0	500	1000	1500	Normal
Damage	0	500	1000	1500	Hard
Damage	0	500	1000	1500	101% Hard

Congratulations! You've defeated the GEATHJERK invasion decisively! Earth is saved. You have "beaten" The Wonderful 101! Do a happy dance if you're so inclined. However, for those who have found all of the portals to Kahkoo-regah, the final challenge of Operation 101 openly taunts you for assuming you're a true master of The Wonderful 101. School is still in session.

Operation 101

Representing the greatest test of your skills, Operation 101 becomes available after you have found all the Kahkoo-regah portals and have beaten the game at least once on the Normal difficulty. Divided into six parts, Operation 101 begins with refresher battles that repeat the conditions found in Kahkoo-regah portals discovered earlier in the game. After Part 3, though, you'll be up against a variety of challenging new scenarios designed to test your skills, culminating in one last duel against Prince Vorkken.

Operation 101 only ends when you slog your way through all 31 battles found across all six parts of the mission. It's as much a challenge of your reflexes and skill as it is an endurance match. A full run-through can average out to be roughly an hour of playtime at least. For players interested in scoring the Pure Platinum ranking, that means an hour (or more!) of near-constant combat against a wide variety of enemies, and you can't allow yourself to take a single hit.

As with the Kahkoo-regah portals found in the Story missions, certain missions in Operation 101 present additional restrictions to players that you must work around. For example, you could have a hard limit to how many Unite Morphs you can use, you could start with few heroes on your team, or there could be a hard time limit on clearing all enemies from the room or you fail that section. You may even have to face multiple variables all at once.

Fortunately, you can stack the deck somewhat in your favor. Any Custom Blocks you have earned throughout the game can be used throughout the Operation. Obviously useful Custom Blocks are Hero Time and Hero Sense, but by the time you finish the game even once, you should have the majority of the Custom Blocks in the game at your disposal. Feel free to switch blocks in and out, depending on what you feel comfortable using against the enemies you face!

Part 1

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	7:30	8:00	9:00	11:00
Combo	15000	12000	8000	6000
Damage	0	500	1000	2000

Mission 1
Enemies Present

Chew Dough-Goo, Dough Goo

A simple start to a long war. Using only Wonder-Red, destroy your opposition. Remember, without allies, you don't have nearly as many offensive and defensive options.

Mission 2
Enemies Present

Wave 1: Dough-Goo x10, Chew Dough-Goo

Wave 2: Chew Dough-Goo x3, Dough-Goo

You have two minutes to wipe out both waves of enemies. We recommend hitting the first wave with a Unite Bomb the moment it appears, just to knock the ten Dough-Goo out immediately. The second wave can be somewhat problematic, as the three Chew Dough-Goo can and will summon Dough-Goo in great numbers if they're allowed to live long enough, which drags out the fight.

Mission 3
Enemies Present

Wave 1: Hoedown x2

Wave 2: Diedough-Goo

With only 14 people on your team, don't expect your Unite Morphs to be the primary focus of this mission. Use the cannons strewn about the arena, specifically the green ones. These fire cannonballs that can break the Hoedowns' shields and make short work of them. Use the same tactics on the Diedough-Goo that follows them. As with the previous mission, you have two minutes to get the job done.

Mission 4
Enemies Present

Wave 1: Dough-Goo x15

Wave 2: Chew Dough-Goo x3

You start with a small force, but by using a GEATHJERK Remote that the first wave of Dough-Goo appear around, you can significantly boost your group. The Wonderful Toilets around the arena have more GEATHJERK Remotes for you to use. We recommend recruiting the Dough-Goo that the second wave of Chew Dough-Goo will summon almost immediately, then destroying them.

Mission 5
Enemies Present

Dough-Goo x9, Gehdown x2

The game tries to fool you into using the beam cannons lying around the arena. There's no point to doing this; the Dough-Goo and the Gehdowns can easily interrupt your shots. Open the battle immediately with the largest Unite Whip you can summon, in order to rip apart the two Gehdowns' armor. If you're fast, you can stun both units side by side, and with Unite Sword you might be able to juggle both Gehdown to death at the same time.

Mission 6
Enemies Present

Nyerk x2

Unite Sword immediately, reflect the Nyerk lasers when fired, and keep to a safe distance so it can't absorb you. It'd be an embarrassing way to end the first part of Operation 101.

Part 2

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	16:00	17:00	19:00	21:00
Combo	35000	30000	25000	20000
Damage	0	1000	2000	4000

Mission 7
Enemies Present

Hah-Gonay x3

This is where most No Damage runs come to an unceremonious end. The three Hah-Gonay have a wide variety of abilities to leverage against you, many of which ignore Unite Guts or are difficult to counter with Unite Guts. Consider having the Hero Time and the Hero Sense Custom Blocks equipped. It it possible to try and control all three Hah-Gonay with Unite Bombs while you also go to work with Unite Claw, but it is not a particularly easy thing to pull off.

Mission 8
Enemies Present

Wave 1: Doora x2, You-Hough x6

Wave 2: Doora x2

Killing the six You-Houghs early will cause the second wave of Dooras to show up, and while four Dooras at once is not completely unmanageable, it is a lot harder to deal with without taking damage. Open the fight up with a Unite Bomb large enough to catch both Dooras as soon as they spawn in. Stun one with Team Attacks while applying smaller Unite Bombs if necessary. Once it's stunned, combo it with juggles. Repeat the process with the second Doora, then destroy the You-Houghs.

Alternatively, if you can get both Dooras in both waves close to each other, you can repeatedly drop Unite Bombs at their feet while you Unite Drill Spring through them both. If you have the Dodge Mine Custom Block set up, you'll leave a mine at their feet with every Unite Drill Spring you execute. This method is relatively safe if you can maintain the Unite Bomb effect on both Dooras AND have them run into the multiple mines you're setting up. It is time-consuming, though.

Mission 9
Enemies Present

Kuzzler, Hoedown x2

You can only use one Unite Morph for this mission. Fortunately, the Kuzzler and the Hoedown both provide the means to take them down. Unite Guts the Hoedowns' cannon shots back at them to break their shields, and eventually them. You can also do the same to the Kuzzler's missiles and the cannonballs it creates. However, you can wrap a Wonder-Liner around the explosives it leaves behind and throw them right back at the nearest target.

There's no reason to use a Unite Morph attack during this mission. Play smart and play defensively.

Mission 10
Enemies Present

Tumeekey

With constant applications of small Unite Bombs, you can hit the Tumeekey even during its shielded spin attack. The Attack Liner ability purchased from the Wonderful Mart can also let you deal constant damage while the Tumeekey is slowed before you even use a Unite Morph ability to attack it. It is also possible to stun the Tumeekey with Team Attacks, which will make it easier to shatter the base form and go to work on the individual blocks of the Tumeekey.

Mission 11
Enemies Present

Wave 1: Vaaiki, Dahkarts (Self-Replicated) x8

Wave 2: Dahkarts (Self-Replicated) x6

With only 11 Wonderful Ones on your team and with Unite Hammer being the only Unite Morph attack at your disposal, you've got your work cut out for you. You can destroy the Dahkarts (Self-Replicated) with a single hammer swing, but the Vaaiki will aggressively contest your existence with its various melee attacks and, more dangerously, its tail laser that you have no way to counter. Hero Time and Hero Sense are both valuable here, though the latter tends to drain your Unite Gauge very quickly, and you've got no way to quickly restore that here. Still, you need to stay ahead of the Vaaiki's laser, and this is the most reliable way to do so.

Fortunately, buried throughout the arena are hidden weapons, such as the Ankho's chainsword and the Dahkarts Tail. If you have the Treasure Sensor installed in P-Star, he'll be pinging anytime you get close to an item you can hammer out of the ground. Don't try to use the Unite Hammer alone against the Vaaiki; it's too slow compared to the weapons you can pull from the ground.

Mission 12
Enemies Present

You-Hough x6, Surey Doora x3

This a brutal fight to close out Part 2 of Operation 101. The Surey Dooras are fast and dangerous opponents, but you can't ignore the six You-Hough orbiting around you. Wipe them out with a large Unite Bomb as early as possible.

It's possible to succeed against the three Surey Dooras using the Dodge Mine + Unite Bomb spam tactic, but even in the most ideal situation, this is putting you right next to three Surey Dooras almost constantly, and they can still hit you even while slowed down. Try to stun one with Team Attacks after you've triggered Hero Time, compounding the time dilation effect with a Unite Bomb. The sooner you can bring even one of these things down, the sooner you can make the fight easier to manage. Disable Hero Sense for this mission! You need the Unite Gauge for other attacks, and you're better served to trigger slowdown through Hero Time.

Part 3

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	17:00	18:00	20:00	22:00
Combo	30000	25000	20000	15000
Damage	0	1000	2000	4000

Mission 13
Enemies Present

Ankho x2

You're limited to ten Unite Morphs for this mission, and Two Ankho with a small team of 19 heroes can be nightmare-inducing. Fortunately there's a number of supply boxes around the arena that contain some very effective weapons. Another possible tactic is to use Unite Drill Spring, Dodge Mine, and some hopeful activations of Hero Time while you focus on one Ankho. This, of course, puts you in range of their spin-slash attacks, which are extremely difficult to escape at close range.

Mission 14
Enemies Present

Nyerk x2, Chew Dough-Goo x4

You start this mission with a small team, which makes fighting the Nyerks tough because your Unite Sword will be very limited in size. If you want recruits, you'll have to take them from the Dough-Goo summoned by the Chew Dough-Goo. Unite Spikes can help you weaken the Dough-Goo if they charge at you in formation with the Chew Dough-Goo.

Of course, throughout all this, the Nyerks will be trying to blast you with laser beams if you're far away. It's tough to manage the Chew Dough-Goo, their reinforcements, and the Nyerks all at once. One way to make life a bit easier is to eliminate two or three of the Chew Dough-Goo outright, recruiting them before they explode, then getting more reinforcements from the remaining Chew Dough-Goo. Whatever you decide to do, you'll be using Unite Sword for the majority of this battle.

Mission 15
Enemies Present

Orgon x4

Four Orgon sounds bad on paper, and it's made tougher by your two-minute time limit. Your best tactic is to open the fight aggressively. When all four start swimming through the ground toward you, make the biggest Unite Whip possible, and try to hit them all enough times that you pull them out of the ground, leaving them stunned. From there, switch to Unite Hand and juggle them in the air. Unite Whip can grab and slam a stunned Orgon, but in the time it takes to do that, you can be interrupted by any other Orgon that isn't stunned, and you can deal more damage in a juggle combo than a single slam would accomplish.

Mission 16
Enemies Present

Vaaiki x2

You've got 50 heroes on the team, with enough potential recruits in the arena to max out your numbers. The two Vaaiki you're up against can kill your potential allies before you reach them, though. Spend some time early in the fight recruiting reinforcements, staying at a distance from the Vaaiki, and staying on the move to avoid their lasers. Once you've bolstered your numbers, the Vaaiki don't stand much of a chance. Unite Hand wrecks single targets, particularly when you've got a lot of heroes in the morph. With Hero Time and Unite Drill Spring, you can essentially stick close to a target, keep the battle slowed down, and punch the heck out of it until it falls down, and you can do all that with near impunity. Don't forget to switch to Unite Sword if it looks like a laser will be unavoidable.

Mission 17
Enemies Present

Die-Rixen, Kuzzler x3

Since you have to beat the game at least once before seeing Operation 101, you probably remember all too well how painful this battle can be. Start by recruiting as many people as possible from the arena, ideally reaching 100. The Die-Rixen will likely run over civilians directly in its path, so start with them before they get killed.

Meanwhile, the three Kuzzlers will make your life completely and utterly miserable with their anti-Unite fields. Remember, you can throw back any unspiked cannonballs on the ground by wrapping a Wonder-Liner around them. Unite Gun can also shoot any cannonballs back at your enemies. Whatever you do, you've got to take out the Kuzzlers first; otherwise they will continue halting your efforts against the Die-Rixen. With them out of the picture, the Die-Rixen's life span is measured in minutes.

Mission 18
Enemies Present

Waves 1–4: Dough-Goo x25

Wave 5: Diedough-Goo

You've got a minute and a half to destroy 100 Dough-Goo and a Diedough-Goo. Believe it or not, the solution is not a Unite Bomb. The time dilation effect makes it take too long for the Dough-Goo to die. Stick with Unite Sword and hack away at the hordes. Eventually, the Diedough-Goo will appear among the reinforcements, and a switch in tactics is recommended. Unite Bomb the Diedough-Goo, stun with Team Attacks, and finish it off with a juggle combo, preferably with Unite Hand for pure damage output. Afterward, switch back to Unite Sword and mop up the Dough-Goo stragglers, if any remain.

Part 4

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	16:00	17:00	19:00	21:00
Combo	50000	40000	30000	20000
Damage	0	500	1000	2000

Mission 19
Enemies Present

Laambo

It's Laambo! Being the sport that he is, he shares many attacks with the Ankho. Go aggressive on him, using Unite Bombs to slow him down, and try to keep him on the defensive. His Dechno-Bo can break if he blocks too much, which will put him into a lengthy stun. Use that stun to juggle him. Also, keep your eyes open for any counter opportunities, which Wonder-Blue or Wonder-White will call out.

You might have noticed that if you've taken any damage from Laambo, it's taken a very significant portion of your total health. Part 4 of Operation 101 is where things step up a notch from where you were in the previous three parts. It's all uphill from here.

Mission 20
Enemies Present

Hah-gonay, Orgon x2

The real problem here is the Hah-Gonay, who can and will screw up any of your plans if you ignore it and focus on the Orgon. Remove it from play as soon as possible. Slow it down with Unite Bombs, then try to crack its armor to make it vulnerable to juggles. Put it away before it becomes too much of a nuisance.

Some players might prefer taking down the Orgon first, as they provide their own special brand of annoyances. If you do, try to do so at a range where the Orgon can't intervene with ease. However, considering that it can fly and spit fireballs across the whole arena, there's not really a safe spot for such tactics. You'll have to make one with Hero Time and Hero Sense.

Mission 21
Enemies Present

Wave 1: Nyerk x3

Wave 2: Deah-Kani

The first wave here is the toughest: three Nyerk. They take up a sizeable portion of the arena and can frustrate your Unite Sword attacks with their explosive slime blobs, their multidirectional spears, and their lasers. Try to focus on one target at time, staying at a safe distance to help with evading their absorption tackles. You're allowed your full-strength team here, so your Unite Sword should be extremely powerful and have long range.

The Deah-Kani that makes up the second wave is a bit less demanding. Your usual takedown tactics for these crabs will suffice.

Mission 22
Enemies Present

Wave 1: Hoedown, Raydown, Gehdown

Wave 2: Koh-Tumeekey x2

Thanks to its spike armor, the Gehdown in the first wave will constantly be a pain in your rear until it's gone. Use a large Unite Bomb early on to slow the tanks down, then immediately Unite Whip the armor off the Gehdown while it's caught in the Unite Bomb effects. Remove it from the board ASAP. With that done, you can take down the other two tanks with your preferred methods.

The second wave throws a pair of Koh-Tumeekeys after you. Remember that you can score Unite Guts counters off of their hammer and hand attacks, which will scatter their blocks and make them extra vulnerable to damage.

Mission 23
Enemies Present

Wave 1: Dahkarts x2, Vaaiki

Wave 2: Vaaiki

The first wave is actually quite dangerous thanks to the Dahkarts' and Vaaiki's shared ability to spit acid through each other at you. At melee range, both creatures have a fairly extensive arsenal, with attacks that ignore Unite Guts. Try eliminating the Vaaiki first, to take away the threat of its laser beam, then go after the Dahkarts. After you overcome the first wave, a lone Vaaiki will teleport into the arena, but by itself it is considerably less threatening than its brother.

Mission 24
Enemies Present

Walltha

Walltha fights almost exactly like his brother, which is bad news for him if you're the sort of player who beats his brother down in roughly a minute. As always, watch for Walltha to turn red, indicating the start-up for the unblockable spin-slash (though it is possible to Hero Counter it multiple times, if you're feeling particularly gutsy).

Part 5

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	23:00	0:00	2:00	4:00
Combo	70000	60000	50000	40000
Damage	0	2000	4000	8000

Mission 25
Enemies Present

Wave 1: Koh-Tumeekey x2

Wave 2: Tumeekey

Compared to some earlier missions, this is a pretty tame start for a section in Operation 101. Abuse the Koh-Tumeekeys and the Tumeekey with liberal applications of Unite Bombs, and shatter their various combat forms while they are slowed down either through countering with Unite Guts or by doing enough damage to them before they can attack in their current form.

Mission 26
Enemies Present

Laambo, Ankho x2

This can be a frustrating challenge. Laambo and the two Ankho can reach you from quite far away with their sword-thrust attacks. To make this fight more manageable, use a combination of Hero Time, Hero Sense, and Unite Bomb while the three enemies are close to each other; use various Team Unite Morph attacks; and even use the Wonder-Liner enhanced by the Attack Liner upgrade. Remember to clear out if you see unblockable spin-slashes coming.

Mission 27
Enemies Present

Wave 1: Kuzzler x3, Dough-Goo x15

Wave 2: You-Hough x6

The biggest challenge of this mission is the three Kuzzler, who pretty much exist to make you angry with their anti-Unite fields. Bring them down to the ground with Team Attacks, and hit them as hard as you can during every stun. They will try to stagger their anti-Unite fields, so deal with them as aggressively as possible. With them gone, any surviving Dough-Goo, and the six You-Hough in the second wave, are hardly a challenge by comparison.

Mission 28
Enemies Present

Wave 1: Diedough-Goo, Gedie Dough-Goo

Wave 2: Megang x3

The first wave isn't so bad. Use Unite Bombs to slow down both of the big machines, focus on stripping the armor off the Gedie Dough-Goo first, the deal with them both as you see fit. The second wave of three Megang proves to be a bit more problematic. Even with Hero Time, Hero Sense, and Unite Bombs, the Megang can make it hard to focus on one target at a time early on, as you'll have to deal with multiple lava geysers. Stay calm and circle around the turtles until you manage to break the armor on at least one of the Megang during your hit-and-run attacks. At that point, the one whose armor you break should be taken out as quickly as possible.

It is possible to bait the Megang into foot stomps that you can counter with Unite Guts, which is the preferred way to stun them. Just pay attention to what the other Megang are doing while you focus on one so you don't take a surprise lava bath.

Mission 29
Enemies Present

Wave 1: Surey Doora x2

Wave 2: Gurry Doora x2

Wave 3: Surey Doora x2, Gurry Doora x2, Doora x2

The first two waves provide the usual problems that fighting a pair Surey Dooras or Gurry Dooras would present. They are fast, powerful, and versatile foes, trouble even if isolated.

Where things get really out of hand is in the final wave: two of each variant of Doora warp in. But you can prepare for this. Set up Unite Camp just as the last Gurry Doora dies in the second wave, so you can get in a partial overcharge on your Unite Gauge. This allows your first move, which should be a Unite Bomb, to cover almost the entire arena, catching the six Dooras in a single blast, slowing them down. The best part is, if you manage to get a long enough Unite Camp, you'll have some overcharge left over that your next Unite Morph will also be at max power. Some players might like to use a maximum power Unite Hammer to deal more damage to the whole group via the shock wave.

Ideally, the enemy is constantly coming after you, almost in a line, while you circle the arena, using Unite Bombs to slow them down and damage them, while your Attack Liner–enhanced Wonder-Liner constantly spears the group, dealing more damage. If you have the Energy Converter Custom Block enabled, you also get the added bonus of enhanced Unite Gauge regeneration, due to the damage you are causing, and even health regen!

What will throw the biggest wrench in this plan is the Gurry Dooras. Their ability to drill underground means that they can easily avoid the trap described above. Other problems are the fact that both the Gurry Dooras and Surey Dooras have dangerous ranged attacks that can come at you fast and from off-screen if they are positioned to do so. This is one of the hardest missions in all of Operation 101.

Mission 30
Enemies Present

Laambo, Walltha

If you can keep them grouped together, the tag team of Laambo and Walltha won't be nearly as threatening as they look if you constantly slow them down with Unite Bombs (and Hero Time when their attacks are properly evaded). This fight is a lot like fighting two larger versions of Ankho. Just watch out for spin slashes when fighting up close.

Part 6

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	10:00	11:00	12:00	13:00
Combo	5500	4000	3000	2000
Damage	0	2000	4000	8000

Mission 31
Enemies Present

Prince Vorkken, Chewgi

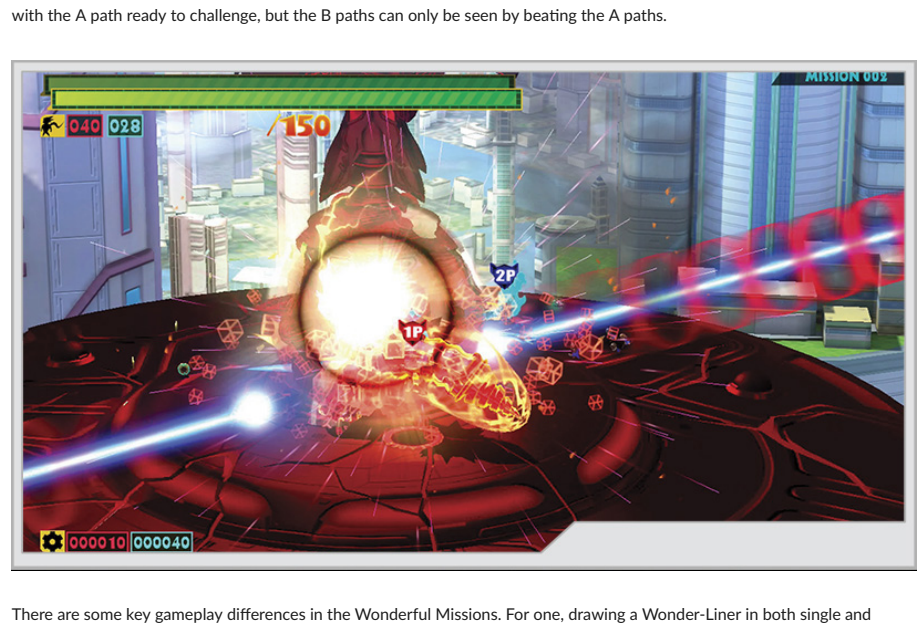
The last mission in Operation 101 is one final duel (for real this time) against Prince Vorkken, Chewgi, and the Guyzoch space pirates. There aren't any new attacks to be ready for this time around, but it IS Prince Vorkken and he's not to be trifled with. This is about as close to an even match as the game will give you, and he's every bit as capable as he was during the third duel. His Unite Morphs will be at the peak of their performance, and you will need to be at yours in order to fight back.

Don't forget to leave a lot of space to work with! Avoid getting backed against a wall while fighting Vorkken; give yourself some options if he's about to do something you can't counter with Unite Guts. If you need a refresher on Vorkken's abilities and how to deal with them, check out his move chart on page 369 of our GEATHJERK Files. Other than that, you've seen his capabilities multiple times now; he's vulnerable to the same tactics you've used in every previous duel. At this point, it's about your ability to execute under pressure. Good luck.

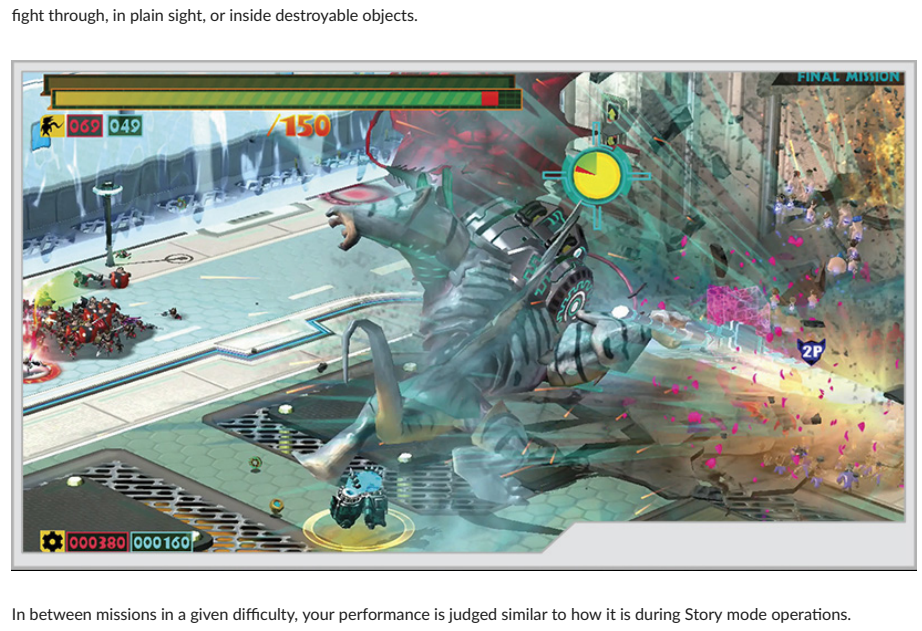
Wonderful Missions: Multiplayer Challenges

The Wonderful 101 has a set of special missions that you can tackle alone or with friends. Taking place in a variety of locations visited during Story mode, the Wonderful Missions will throw you up against everything the GEATHJERK can muster.

Functionally, the Wonderful Missions work similarly to the Story mode's operations, except that you don't set your chosen difficulty before starting a mission. Rather, you pick to enter a portal that corresponds to your chosen difficulty. There are three modes—Easy, Normal, and Hard—and each has two paths to follow, an A path and a B path. All three difficulty settings start with the A path ready to challenge, but the B paths can only be seen by beating the A paths.



There are some key gameplay differences in the Wonderful Missions. For one, drawing a Wonder-Liner in both single and multiplayer does not cause a time-dilation effect, which can make fighting faster enemies more challenging. A new scoring element is figured into your final rank at the end of a mission: O-Parts. You will find O-Parts spread throughout the levels you fight through, in plain sight, or inside destroyable objects.



In between missions in a given difficulty, your performance is judged similar to how it is during Story mode operations. However, your ranking also influences how much bonus time you get in between missions. Bonus Time causes groups of civilians and large clusters of O-Parts to appear on the battlefield, which will let you boost your O-Parts total for use at the Wonderful Mart or increase your team's numbers.

There is a competitive element to Multiplayer. In addition to all players (there can be up to five) being judged at the end of a mission, there is also the matter of recruiting reinforcements. There's only so many civilians to be found during and between missions. However, if a player is hit and their team is scattered, a teammate may "borrow" the stunned heroes by wrapping a Wonder-Liner around them. As you might expect, this isn't the most helpful way to interact with your teammates, particularly during a pitched battle.

At the same time, while there is competition to be found while playing with others, there is also a shared health meter. Don't be the guy who takes the last hit that sends everyone to the continue screen!

During multiplayer, your team has no Unite Gauges to manage while in combat. Use that to your advantage and unleash the maximum power of your Unite Morphs.

Tip

Come back better prepared!

Your progress at collecting items and abilities in the single-player Story mode affects the nature of your arsenal in multiplayer. You'll only have access to certain Unite Morphs if you earned them in the main game, and you'll also have the same total health gauge that you did when you last saw it in the single-player mode.

Easy Mode

Easy A

These missions take place in locations found in Operation 001, namely the suburbs near Blossom City Elementary and the baseball field. The Easy A mission throws fairly light numbers of enemies at players, making it a good and relatively safe warm-up for what's to come.

Mission 1

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	1:45	2:30	3:00	3:30
Combo	1000	500	100	50
Damage	0	2000	3000	4000
O-Parts	2800	2000	1500	1000

Mission 2

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	1:30	2:00	2:30	3:00
Combo	8000	5000	2000	500
Damage	0	2000	3000	4000
O-Parts	2000	1500	1000	500

Mission 3

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	2:00	2:30	3:00	3:30
Combo	8000	5000	2000	500
Damage	0	2000	3000	4000
O-Parts	2300	1500	1000	500

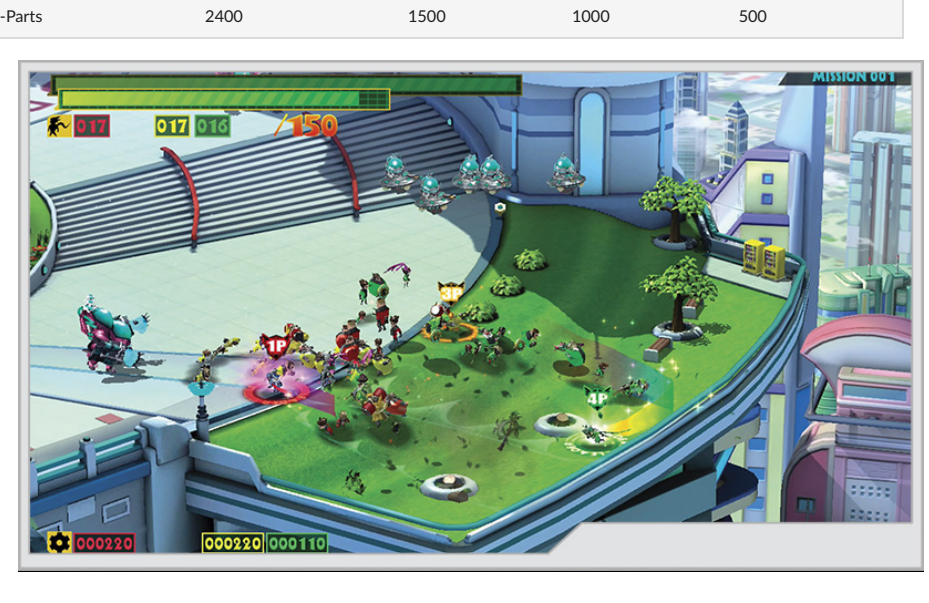
Easy B

Taking to the skyscraper rooftops of Blossom City's central district, found during Operation 002, you can expect the heavier and tougher variants of enemies to show up earlier. Watch out for ledges that you can fall off, plummeting to the city below. Some battles may require you to bridge small chasms to reach isolated groups of GEATHJERK scum, which is a potential recipe for disaster if the enemy has ranged capability and starts trying to shoot you as you cross.

Mission 1

Medal Requirements

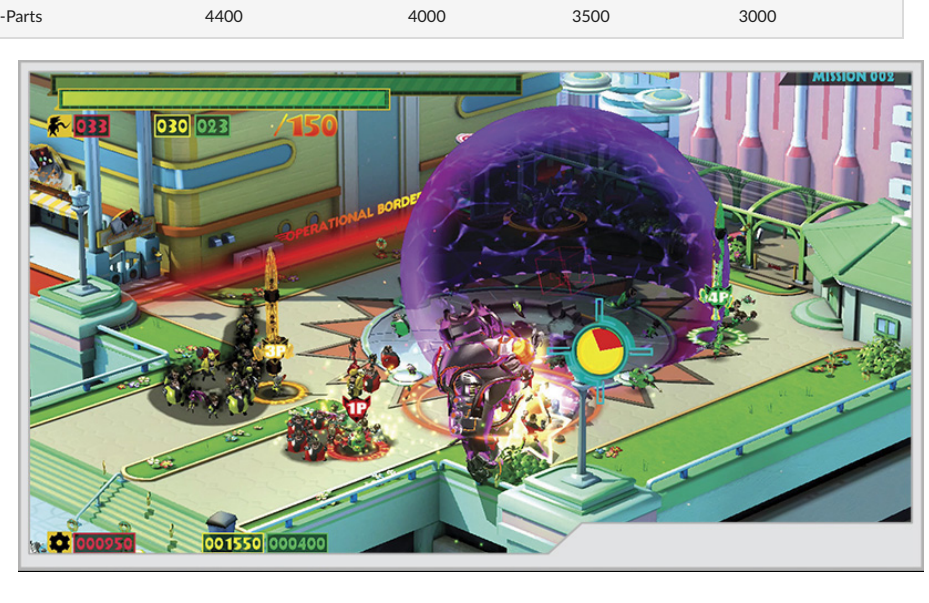
Element	Platinum	Gold	Silver	Bronze
Time	3:00	3:30	4:00	4:30
Combo	1000	500	100	50
Damage	0	2000	3000	4000
O-Parts	2400	1500	1000	500



Mission 2

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	2:00	2:30	3:00	4:30
Combo	8000	5000	2000	500
Damage	0	2000	3000	4000
O-Parts	4400	4000	3500	3000



Mission 3

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	1:45	2:00	2:30	3:00
Combo	8000	5000	2000	500
Damage	0	2000	3000	4000
O-Parts	3100	2500	2000	1500

Normal Mode

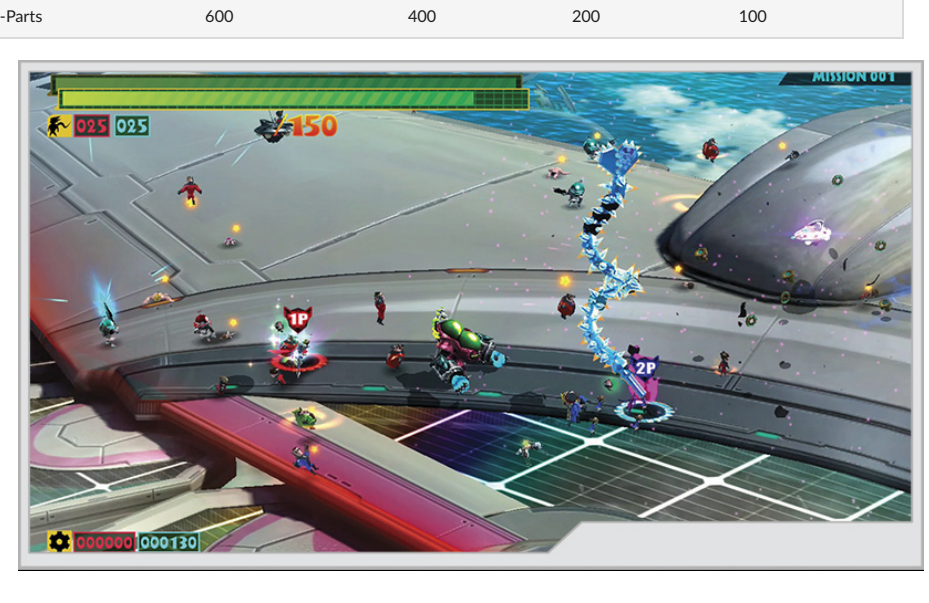
Normal A

You start fighting on the wings of Strato Port's shuttles from Operation 003. There's a significant falling hazard all around the area, so watch your footing. Mission 2 in this route deserves some particular mention. It places you atop a Notoriyeah, fighting off the enemy spawns and killing the central reactor. Mission 3 takes the action away from the Strato Port fleet and into the ocean city of Neo Mu, where you engage in a short battle against two very large and angry Ankho and their allies.

Mission 1

Medal Requirements

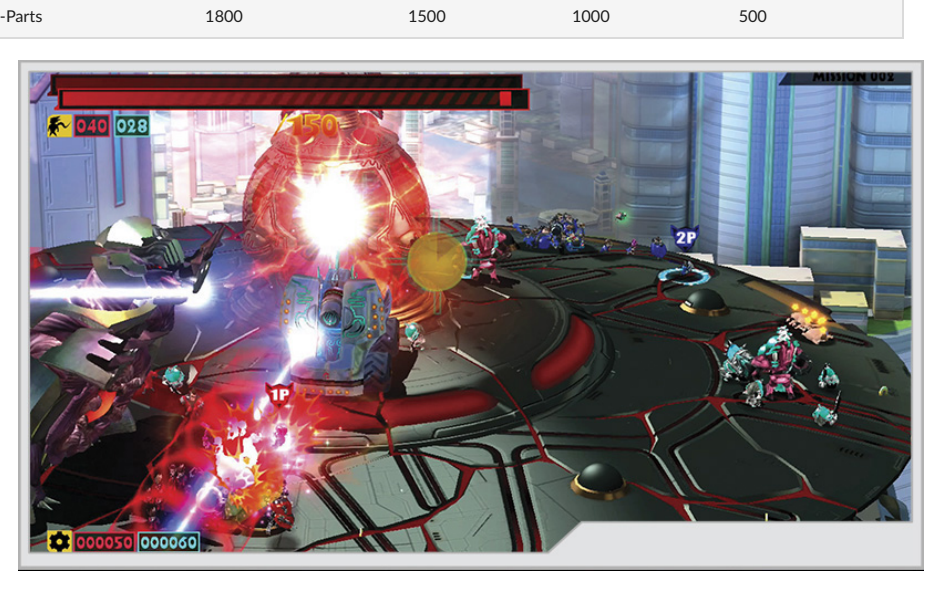
Element	Platinum	Gold	Silver	Bronze
Time	2:15	2:45	3:15	3:45
Combo	1000	500	100	50
Damage	0	2000	3000	4000
O-Parts	600	400	200	100



Mission 2

Medal Requirements

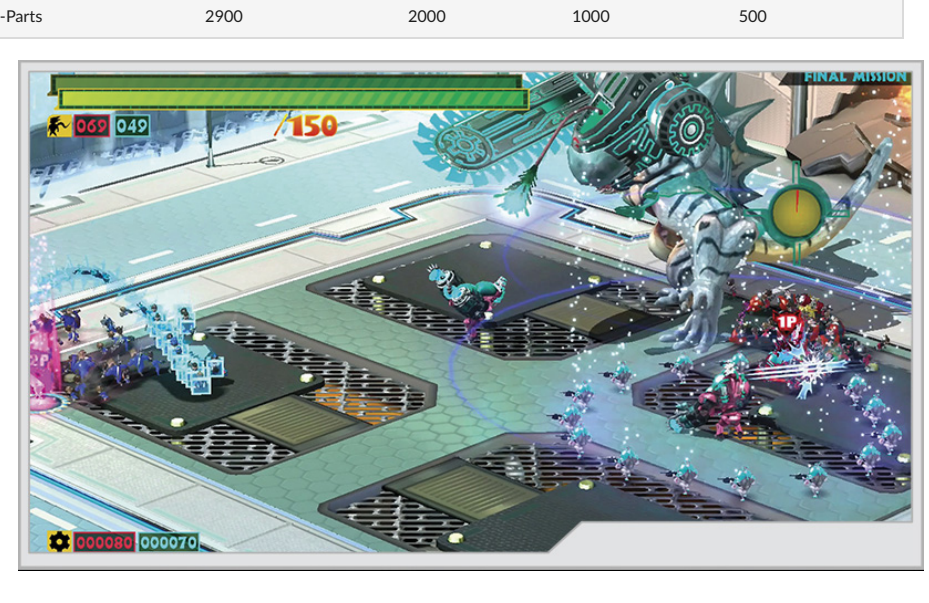
Element	Platinum	Gold	Silver	Bronze
Time	1:45	2:00	2:30	3:00
Combo	8000	5000	2000	500
Damage	0	2000	3000	4000
O-Parts	1800	1500	1000	500



Mission 3

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	1:45	2:00	2:30	3:00
Combo	8000	5000	2000	500
Damage	0	2000	3000	4000
O-Parts	2900	2000	1000	500



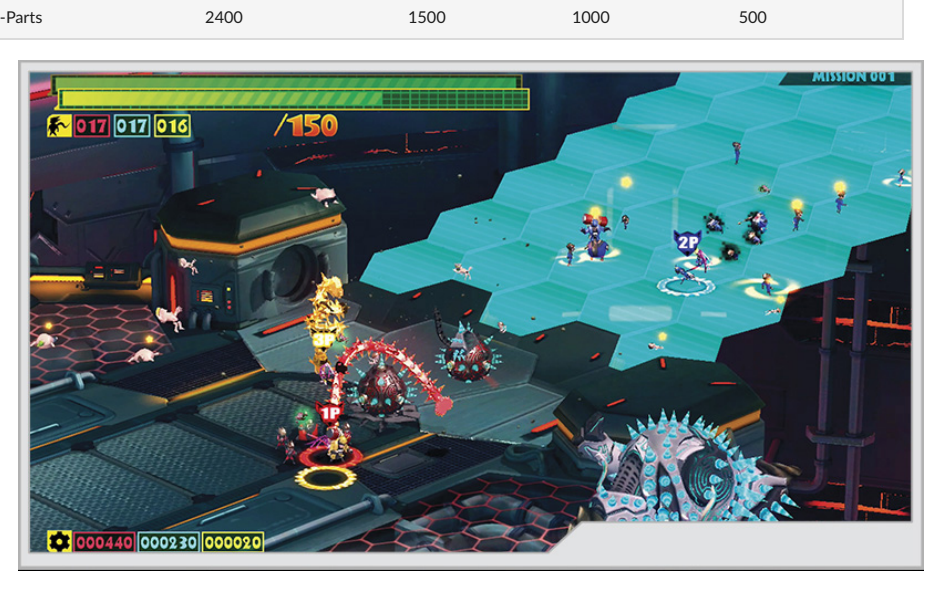
Normal B

You start off in the depths of Neo Mu, fending off swarms of You-Hough and eventually encountering a murderer's row of Gehdown and Gedie Dough-Goo. The fight shifts back the Strato Port shuttle fleet, specifically its casino rooms, where you'll take on Dahkarts working alongside Megang and Hoedown. The fight returns to the climax of Earth Defense War 2, where on the command bridge of Earth's last hope, you'll struggle against Hoh-Ganay and Orgon, all while an artillery barrage falls upon your heads.

Mission 1

Medal Requirements

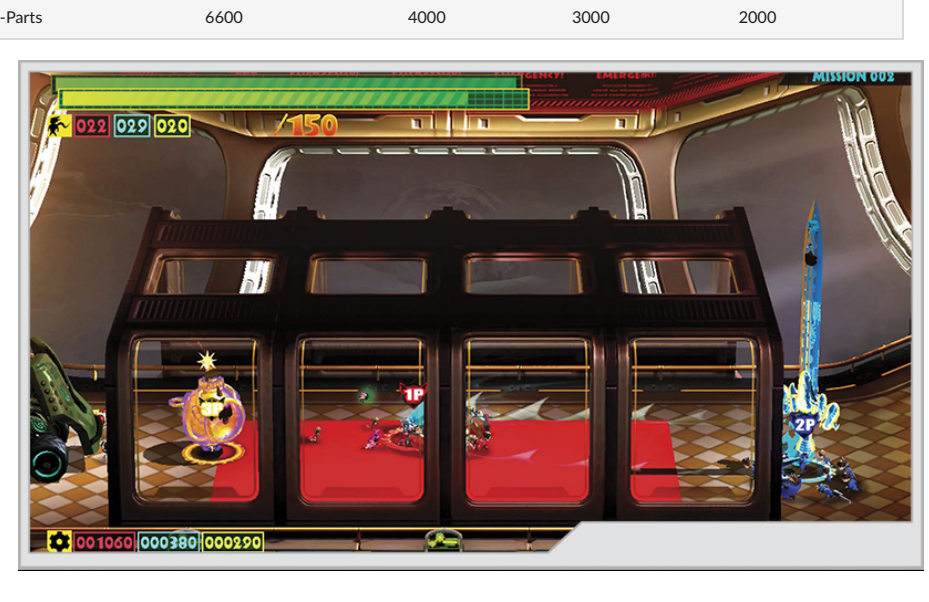
Element	Platinum	Gold	Silver	Bronze
Time	3:00	3:30	4:00	4:30
Combo	1000	500	100	50
Damage	0	2000	3000	4000
O-Parts	2400	1500	1000	500



Mission 2

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	1:45	2:00	2:30	3:00
Combo	8000	5000	2000	500
Damage	0	2000	3000	4000
O-Parts	6600	4000	3000	2000



Mission 3

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	2:00	2:30	3:00	3:30
Combo	8000	5000	2000	500
Damage	0	2000	3000	4000
O-Parts	4400	3000	2000	1000

Hard Mode

Hard A

Brace yourself, as things are about to get serious. The jungles of Operation 005 greet your team at the start of this path, where the tall grass hides hidden items and lethal Dooras. Mission 2 throws you onto a platform surrounded by lava that is spewing chunks onto the sides of the arena, while you fend off Gurry Dooras, Diedough-Goo, and eventually a Tumeekey. The final battle on an icy platform sends a swarm of Dahkarts and a Deah-Kani, while stalactites fall from above.

Mission 1

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	2:15	3:00	3:30	4:00
Combo	1000	500	100	50
Damage	0	2000	3000	4000
O-Parts	3000	2500	1500	500

Mission 2

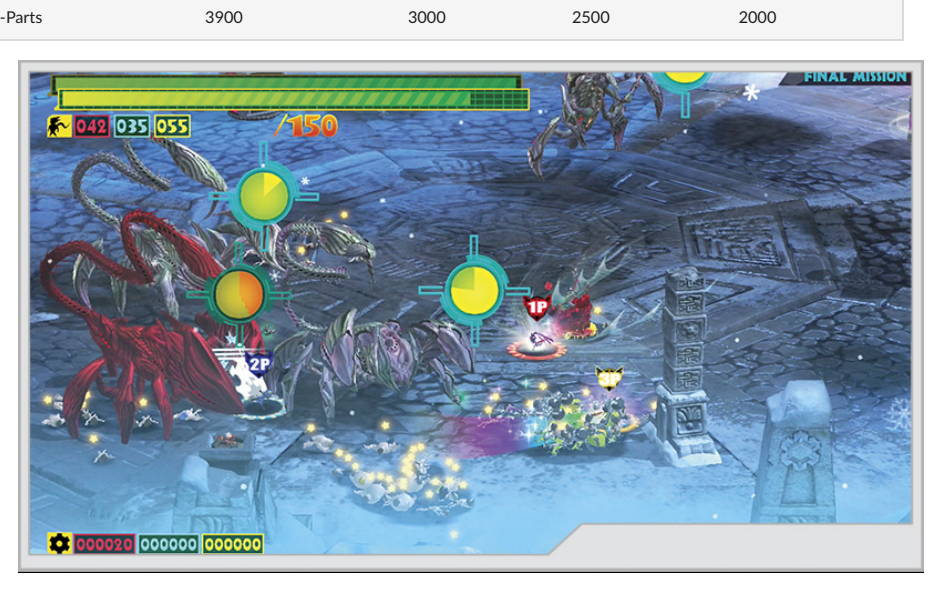
Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	3:15	3:45	4:15	4:45
Combo	8000	5000	2000	500
Damage	0	2000	3000	4000
O-Parts	2600	2000	1000	500

Mission 3

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	3:00	3:30	4:00	4:30
Combo	8000	5000	2000	500
Damage	0	2000	3000	4000
O-Parts	3900	3000	2500	2000



Hard B

At the start of this path, in the courtyard in front of Blossom Elementary, you encounter Koh-Tumeekeys and a squad of all three types of Doora. This immediately sets the tone for all of Hard B. The second mission returns you to Vorkken's body, where you start off surrounded by Raydowns able to snipe you from elevated positions, while Diedough-Goo, Gedie Dough-Goo, and Dahkarts assault from the ground level. The final mission puts you up against a Die-Rixen, with all the firepower that comes with it, along with the You-Houghs it can summon to its aid.

Mission 1

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	3:00	3:30	4:00	4:30
Combo	1000	500	100	50
Damage	0	2000	3000	4000
O-Parts	4000	3500	3000	2500

Mission 2

Medal Requirements

Element	Platinum	Gold	Silver	Bronze
Time	4:45	5:15	5:45	6:15
Combo	8000	5000	2000	500
Damage	0	2000	3000	4000
O-Parts	14800	13000	10000	8000

Mission 3

Medal Requirements

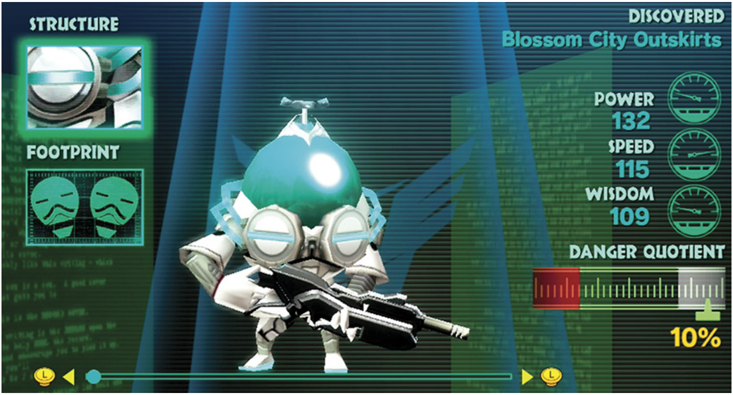
Element	Platinum	Gold	Silver	Bronze
Time	1:45	2:15	2:45	3:30
Combo	5000	2000	500	500
Damage	2000	3000	4000	4000
O-Parts	1500	1000	500	1000

The GEATHJERK Files

This chapter contains charts that list all of the attacks every enemy capable of fighting will throw your way, and it shows you what Unite Morphs can directly counter these attacks. Knowing exactly what to do against every attack from a given threat will give you an enormous advantage over the GEATHJERKs, making scoring those Pure Platinum ranks that much easier.

Standard Enemies

Dough-Goo

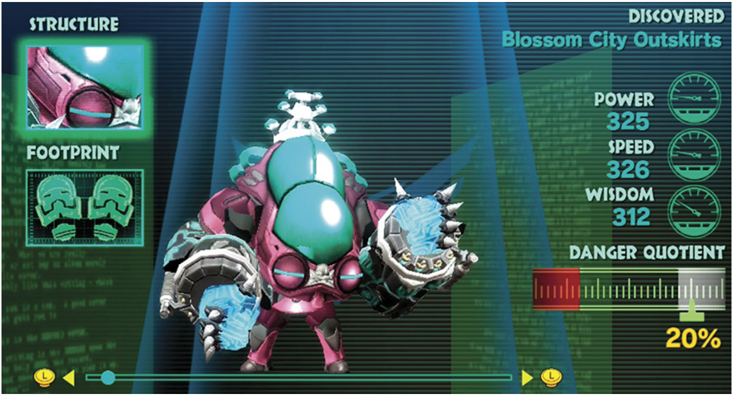


First Encountered: Prologue

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Sword charge	10+ people	—	—	—	—	×	o
Gun shot	×	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Sword charge	1 Hero	o	×	10+ Heroes	Handgun and rocket launcher	×	o	o
Gun shot	1 Hero	o	×	10+ Heroes	Handgun and rocket launcher	×	o	o

Chew Dough-Goo

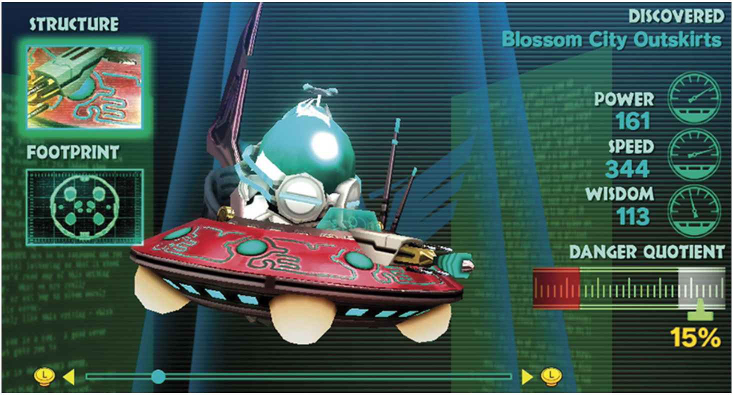


First Encountered: Operation 001-A)

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Psychic crasher (Rushing Tackle)	10+ people	–	–	–	–	×	o
Kick	10+ people	–	–	–	–	×	o
Charged punch	10+ people	–	–	–	–	×	o
Team attack: Triangle charge	10+ people	–	–	–	–	×	o
Team attack: Omnidirectional	10+ people	–	–	–	–	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Psychic crasher (Rushing Tackle)	3 Heroes	o (When stunned)	5 Heroes (When stunned)	10+ Heroes	Rocket launcher	Rocket punch, Baseball Bat (only in Op 001-B)	o (With Guts)	o
Kick	3 Heroes	o (When stunned)	5 Heroes (When stunned)	10+ Heroes	Rocket launcher	Rocket punch, Baseball Bat (only in Op 001-B)	o (With Guts)	o
Charged punch	3 Heroes	o (When stunned)	5 Heroes (When stunned)	10+ Heroes	Rocket launcher	Rocket punch, Baseball Bat (only in Op 001-B)	o (With Guts)	o
Team attack: Triangle charge	3 Heroes	o (When stunned)	5 Heroes (When stunned)	10+ Heroes	Rocket launcher	Rocket punch, Baseball Bat (only in Op 001-B)	o (With Guts)	o
Team attack: Omnidirectional	3 Heroes	o (When stunned)	5 Heroes (When stunned)	10+ Heroes	Rocket launcher	Rocket punch, Baseball Bat (only in Op 001-B)	o (With Guts)	o

You-Hough

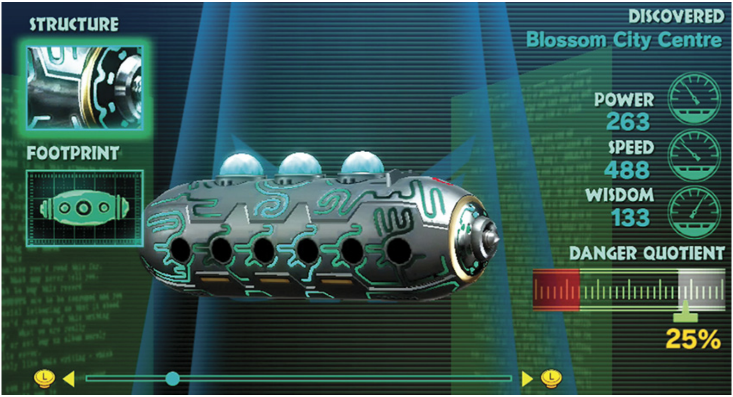


First Encountered: Operation 001-B

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Vulcan cannon	×	—	—	No damage	No damage	×	×
Charge	10+ people	—	—		—	×	o
Vulcan cannon (Red UFO)	×	—	—	—	—	×	×
Blade charge (Red UFO)	×	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Vulcan cannon	2 Heroes	o (When stunned)	3 Heroes (When stunned)	10+ Heroes	Handgun and rocket launcher	UFO (Red Variant only)	Shocking Red Only	o
Charge	2 Heroes	o (When stunned)	3 Heroes (When stunned)	10+ Heroes	Handgun and rocket launcher	UFO (Red Variant only)	Shocking Red Only	o
Vulcan cannon (Red UFO)	2 Heroes	o (When stunned)	3 Heroes (When stunned)	10+ Heroes	Handgun and rocket launcher	UFO (Red Variant only)	Shocking Red Only	o
Blade charge (Red UFO)	2 Heroes	o (When stunned)	3 Heroes (When stunned)	10+ Heroes	Handgun and rocket launcher	UFO (Red Variant only)	Shocking Red Only	o

Hah-Markee

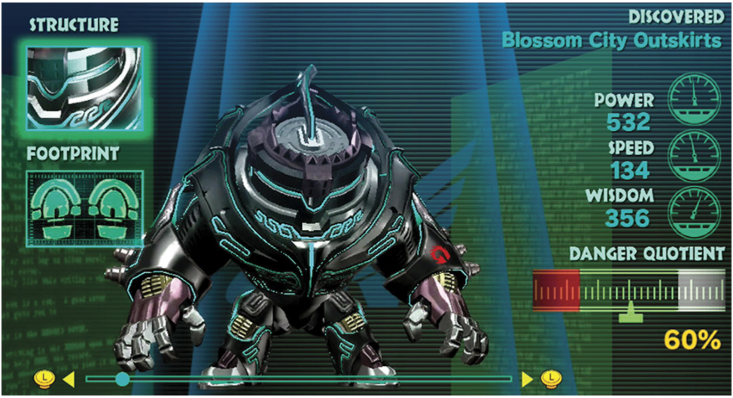


First Encountered: Operation 002-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Launch missile (Hit Maglev)	—	—	Unite Gun	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Launch missile (Hit Maglev)	×	×	×	×	×	×	×	×

Diedough-Goo



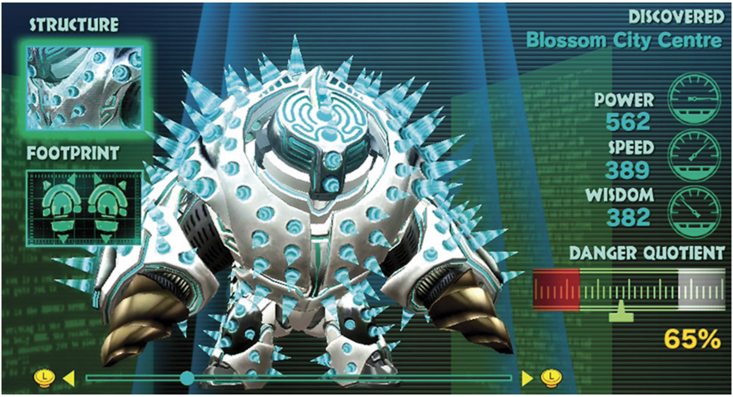
First Encountered: Operation 001-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Right punch	10+ people	—	—	—	—	×	o
Left punch	10+ people	—	—	—	—	×	o
Hip press	10+ people	—	—	Same effect as Guts	Same effect as Guts	o	o
Kick	10+ people	—	—	—	—	×	o
Backfist	10+ people	—	—	—	—	×	o
Head Cannon	10+ people	—	—	× (from the side)	Destroys ammo	×	o
Flamethrower	×	—	Charge with hand	—	—	×	×
Anger combo	×	—	—	—	—	×	o

Grab->Throw	Absorption	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Right punch	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Diedough-Goo Arm	o (With Guts)	o
Left punch	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Diedough-Goo Arm	o (With Guts)	o
Hip press	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Diedough-Goo Arm	o (With Guts)	o
Kick	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Diedough-Goo Arm	o (With Guts)	o
Backfist	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Diedough-Goo Arm	o (With Guts)	o
Head Cannon	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Diedough-Goo Arm	o (With Guts)	o
Flamethrower	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Diedough-Goo Arm	o (With Guts)	o
Anger combo	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Diedough-Goo Arm	o (With Guts)	o
Grab->Throw	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Diedough-Goo Arm	o (With Guts)	o

Gedie Dough-Goo



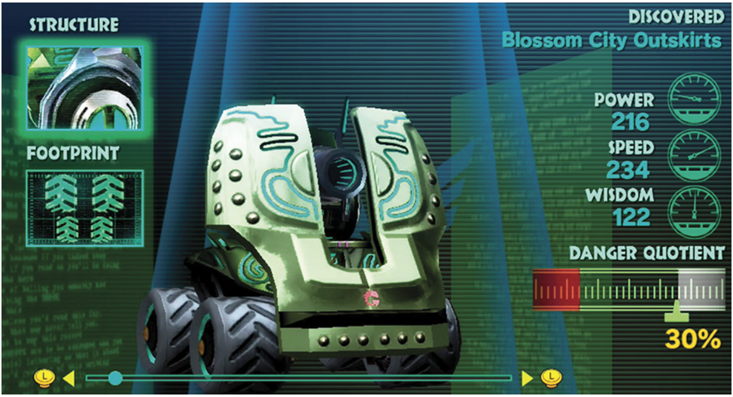
First Encountered: Operation 002-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Right drill punch	×	—	—	—	—	×	o
Left drill punch	×	—	—	—	—	×	o
Jump drill attack	×	—	—	Same effect as Guts	Same effect as Guts	o	o
Kick	10+ people	—	—	—	—	×	o
Backfist	×	—	—	—	—	×	o
Launch bomb from the head–Normal shot (burst)	10+ people	—	—	× (from the side)	Destroys ammo	×	o
Flame radiation from the head	×	—	Charge with hand	—	—	×	×
Anger combo	×	—	—	—	—	×	o
Grab->Throw	Absorption	—	—	—	—	×	o
Spherical object transformation rolling spike attack	×	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Right drill punch	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Gedie Dough-Goo Arm	o (With Guts, Armor Must Be Removed)	o
Left drill punch	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Gedie Dough-Goo Arm	o (With Guts, Armor Must Be Removed)	o
Jump drill attack	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Gedie Dough-Goo Arm	o (With Guts, Armor Must Be Removed)	o
Kick	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Gedie Dough-Goo Arm	o (With Guts, Armor Must Be Removed)	o
Backfist	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Gedie Dough-Goo Arm	o (With Guts, Armor Must Be Removed)	o
Launch bomb from the head–Normal shot (burst)	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Gedie Dough-Goo Arm	o (With Guts, Armor Must Be Removed)	o
Flame radiation from the head	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Gedie Dough-Goo Arm	o (With Guts, Armor Must Be Removed)	o
Anger combo	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Gedie Dough-Goo Arm	o (With Guts, Armor Must Be Removed)	o

Grab->Throw	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Gedie Dough-Goo Arm	o (With Guts, Armor Must Be Removed)	o
Spherical object transformation rolling spike attack	10 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Gedie Dough-Goo Arm	o (With Guts, Armor Must Be Removed)	o

Hoedown

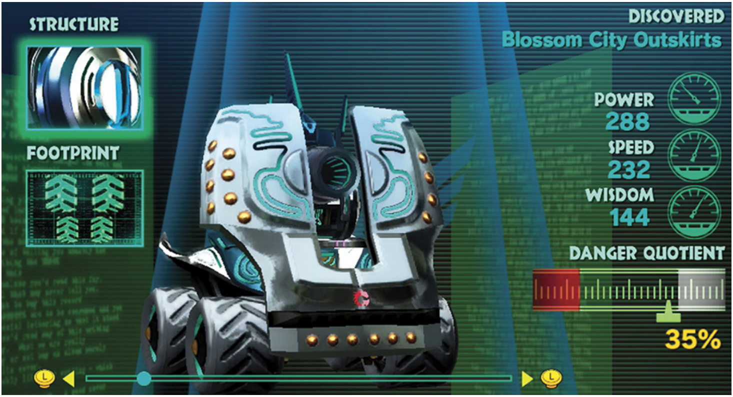


First Encountered: Operation 001-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Cannonball Shot	10+ people	—	Unite Gun/Unite Whip	× (from the side)	Guard/No damage	×	o
Dash	10+ people	—	—	—	—	×	o
Jump and stomp	10+ people	—	—	Same effect as Guts	Same effect as Guts	o	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Cannonball Shot	6 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Cannon	o (With Guts and Reflected Cannon Shot)	o
Dash	6 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Cannon	o (With Guts and Reflected Cannon Shot)	o
Jump and stomp	6 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Cannon	o (With Guts and Reflected Cannon Shot)	o

Raydown

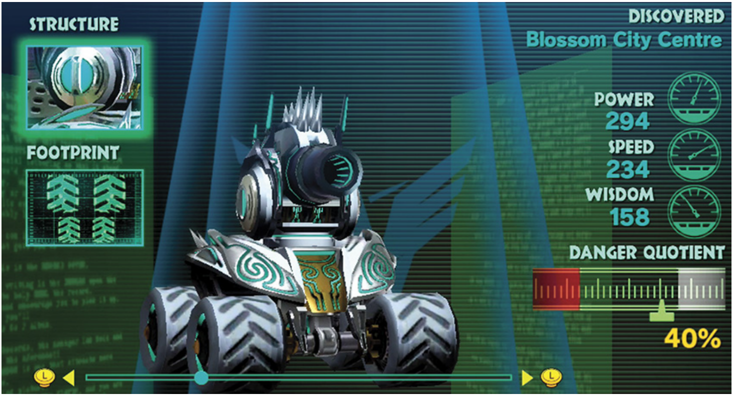


First Encountered: Operation 001-B

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Laser	×	—	Reflect with a sword	—	—	×	×
Cannonball Shot	10+ people	—	—	× (from the side)	Guard/No damage	×	o
Dash	10+ people	—	—	—	—	×	o
Jump and stomp	10+ people	—	—	Same effect as Guts	Same effect as Guts	o	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Laser	6 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Laser Cannon	o (With Guts and Reflected Cannon Shot)	o
Cannonball Shot	6 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Laser Cannon	o (With Guts and Reflected Cannon Shot)	o
Dash	6 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Laser Cannon	o (With Guts and Reflected Cannon Shot)	o
Jump and stomp	6 Heroes	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Laser Cannon	o (With Guts and Reflected Cannon Shot)	o

Gehdown



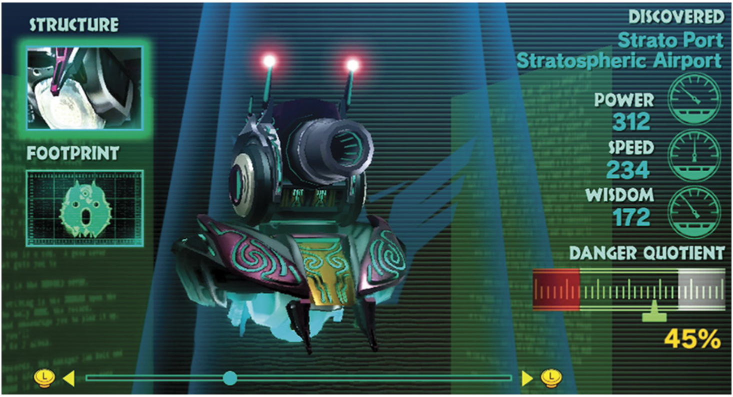
First Encountered: Operation 002-B

Attack	**Guts**	**Counter Prompt**	**Unite Morph Counter**	**Unite Hammer umbrella**	**Naginata Block?**	**Flatten?**	**Unite Bomb Effective?**
Cannonball Shot	10+ people	—	Surrounds, gun/whip adsorption	Slides and falls	Slides and falls	×	o
Spiked Cannonball Shot	×	—	Gun/whip adsorption	Slides and falls	Slides and falls	×	o
Dash (with spike shield)	×	—	—	—	—	×	o
Jump stamp (with spike shield)	10+ people	—	—	Same effect as Guts	Same effect as Guts	o	o
Dash (no spike shield)	10+ people	—	—	—	—	×	o
Jump stamp (no spike shield)	10+ people	—	—	Same effect as Guts	Same effect as Guts	o	o

Attack	**Max Climb Attack #**	**Launch**	**Throw with Wonder Liner?**	**Grab with Whip**	**Unite Gun Suction?**	**Weapon Drop?**	**Can be Staggered?**	**Shocking Red?**
Cannonball Shot	6 Heroes (Spike Armor must be removed	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Spike Cannon	o (With Guts and Reflected Cannon Shot)	o
Spiked Cannonball Shot	6 Heroes (Spike Armor must be removed	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Spike Cannon	o (With Guts and Reflected Cannon Shot)	o

Dash (with spike shield)	6 Heroes (Spike Armor must be removed	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Spike Cannon	o (With Guts and Reflected Cannon Shot)	o
Jump stamp (with spike shield)	6 Heroes (Spike Armor must be removed	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Spike Cannon	o (With Guts and Reflected Cannon Shot)	o
Dash (no spike shield)	6 Heroes (Spike Armor must be removed	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Spike Cannon	o (With Guts and Reflected Cannon Shot)	o
Jump stamp (no spike shield)	6 Heroes (Spike Armor must be removed	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Spike Cannon	o (With Guts and Reflected Cannon Shot)	o

Dough-Kun

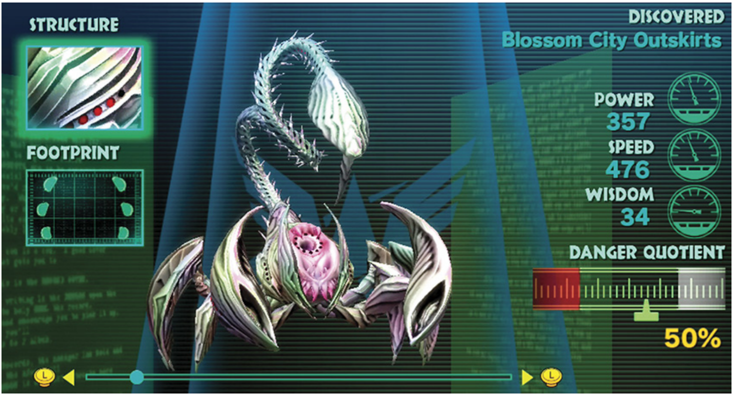


First Encountered: Operation 003-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Cannonball Shot	10+ people	—	—	Guard/No damage	Guard/No damage	×	o
Poison Fog	—	—	—	—	—	×	—

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Cannonball Shot	10 people	×	×	×	×	×	×	×
Poison Fog	10 people	×	×	×	×	×	×	×

Dahkarts



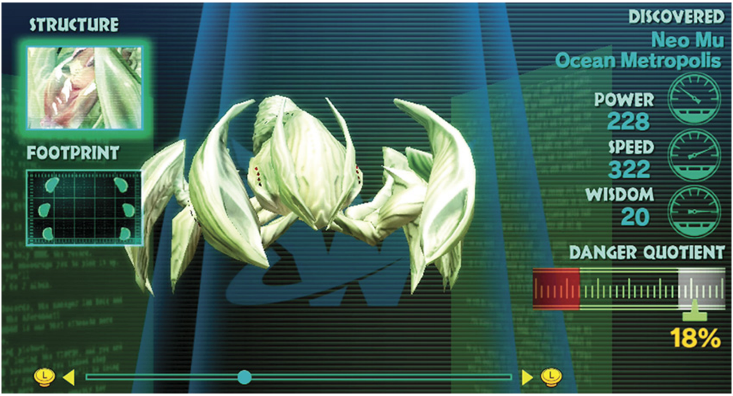
First Encountered: Operation 001-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Left claw attack	10+ people	–	–	–	–	×	o
Right claw attack	10+ people	–	–	–	–	×	o
Jump attack with both claws	10+ people	–	–	Same effect as Guts	Same effect as Guts	o	o
Acid bullets	×	–	–	–	–	×	o
Tail Spin	×	–	–	–	–	×	o
Tail Stab	×	–	–	–	–	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Left claw attack	10 people	o (When stunned)	10 Heroes (when stunned)	20 Heroes (When stunned)	Rocket launcher	Dahkarts Tail	o With Guts	o
Right claw attack	10 people	o (When stunned)	10 Heroes (when stunned)	20 Heroes (When stunned)	Rocket launcher	Dahkarts Tail	o With Guts	o
Jump attack with both claws	10 people	o (When stunned)	10 Heroes (when stunned)	20 Heroes (When stunned)	Rocket launcher	Dahkarts Tail	o With Guts	o
Acid bullets	10 people	o (When stunned)	10 Heroes (when stunned)	20 Heroes (When stunned)	Rocket launcher	Dahkarts Tail	o With Guts	o

Tail Spin	10 people	o (When stunned)	10 Heroes (when stunned)	20 Heroes (When stunned)	Rocket launcher	Dahkarts Tail	o With Guts	o
Tail Stab	10 people	o (When stunned)	10 Heroes (when stunned)	20 Heroes (When stunned)	Rocket launcher	Dahkarts Tail	o With Guts	o

DAHKARTS (Self-Replicated)

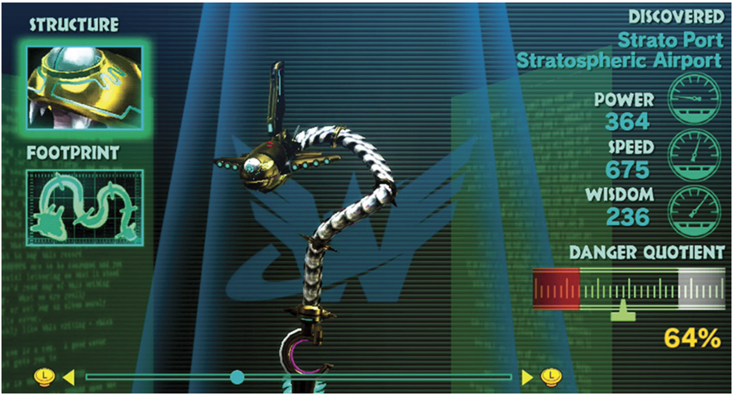


First Encountered: Operation 004-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Left claw attack	× (because of a wall)	—	—	—	—	×	o
Right claw attack	× (because of a wall)	—	—	—	—	×	o
Jump attack with both claws	× (because of a wall)	—	—	×	×	×	o
Acid bullets	×	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Left claw attack	2 Heroes	×	×	×	×	×	Shocking Red Only	o
Right claw attack	2 Heroes	×	×	×	×	×	Shocking Red Only	o
Jump attack with both claws	2 Heroes	×	×	×	×	×	Shocking Red Only	o
Acid bullets	2 Heroes	×	×	×	×	×	Shocking Red Only	o

Orgon



DISCOVERED
Strato Port
Stratospheric Airport

POWER 364
SPEED 675
WISDOM 236

DANGER QUOTIENT 64%

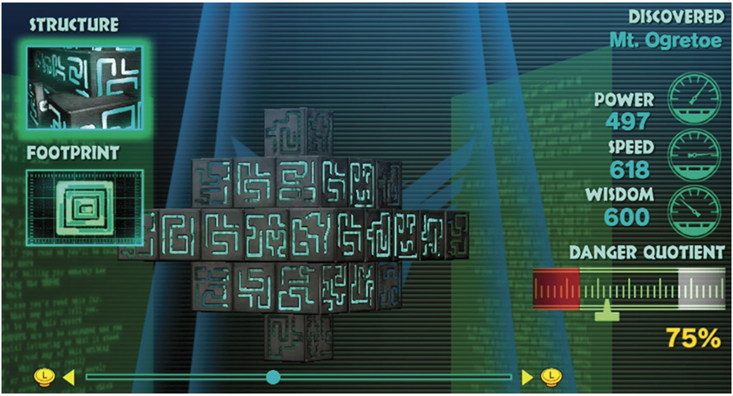
First Encountered: Operation 003-C

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Fin Zig Zag Slash	×	—	—	—	—	×	o
Fin Spin Slash	×	—	—	—	—	×	o
High Jump - Electric Shock	×	—	—	Guard/No damage	Guard/No damage	×	o
Raise a tail	×	—	Pull out with a whip	—	—	×	o
Electric Shock	×	—	Charge with a sword	—	—	×	×

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Fin Zig Zag Slash	10 people Whole body exposed or Exposing neck only	o (When stunned)	10 Heroes (when stunned)	10+ Heroes (Tail exposed), 20+ Heroes (when stunned)	Rocket launcher	Tail Tip	o (Catch tail with Unite Whip)	o
Fin Spin Slash	10 people Whole body exposed or Exposing neck only	o (When stunned)	10 Heroes (when stunned)	10+ Heroes (Tail exposed), 20+ Heroes (when stunned)	Rocket launcher	Tail Tip	o (Catch tail with Unite Whip)	o
High Jump - Electric Shock	10 people Whole body exposed or Exposing neck only	o (When stunned)	10 Heroes (when stunned)	10+ Heroes (Tail exposed), 20+ Heroes (when stunned)	Rocket launcher	Tail Tip	o (Catch tail with Unite Whip)	o

Raise a tail	10 people Whole body exposed or Exposing neck only	o (When stunned)	10 Heroes (when stunned)	10+ Heroes (Tail exposed), 20+ Heroes (when stunned)	Rocket launcher	Tail Tip	o (Catch tail with Unite Whip)	o
Electric Shock	10 people Whole body exposed or Exposing neck only	o (When stunned)	10 Heroes (when stunned)	10+ Heroes (Tail exposed), 20+ Heroes (when stunned)	Rocket launcher	Tail Tip	o (Catch tail with Unite Whip)	o

Koh-Tumeekey

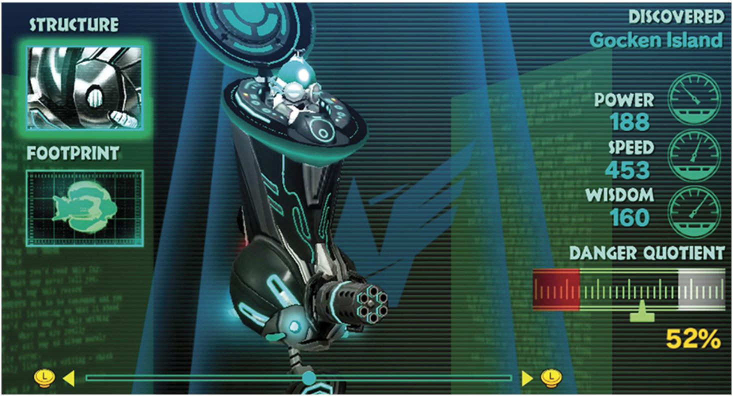


First Encountered: Operation 005-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Hand combo	10+ Heroes	—	—	—	—	×	o
Sword—Thrust	×	—	—	—	—	×	o
Gun—Shoot	10+ Heroes	—	—	—	—	×	o
Whip combo	10+ Heroes	—	—	Guard/No damage	Guard/No damage	o	o
Hammer—One hit	10+ Heroes	—	—	Guard/No damage	Guard/No damage	o	o
Claw combo	×	—	—	—	—	×	o
Bomb	×	—	—	Guard/No damage	Guard/No damage	o	o
Eruption Laser	×	—	Charge with hand	—	—	×	×
Spinning tackle	×	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Hand combo	5 people when in the cube shape, 1 person when scattered	o (When scattered)	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o (scatters blocks)
Sword—Thrust	5 people when in the cube shape, 1 person when scattered	o (When scattered)	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o (scatters blocks)
Gun—Shoot	5 people when in the cube shape, 1 person when scattered	o (When scattered)	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o (scatters blocks)
Whip combo	5 people when in the cube shape, 1 person when scattered	o (When scattered)	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o (scatters blocks)
Hammer—One hit	5 people when in the cube shape, 1 person when scattered	o (When scattered)	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o (scatters blocks)
Claw combo	5 people when in the cube shape, 1 person when scattered	o (When scattered)	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o (scatters blocks)
Bomb	5 people when in the cube shape, 1 person when scattered	o (When scattered)	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o (scatters blocks)
Eruption Laser	5 people when in the cube shape, 1 person when scattered	o (When scattered)	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o (scatters blocks)
Spinning tackle	5 people when in the cube shape, 1 person when scattered	o (When scattered)	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o (scatters blocks)

Kuzzler

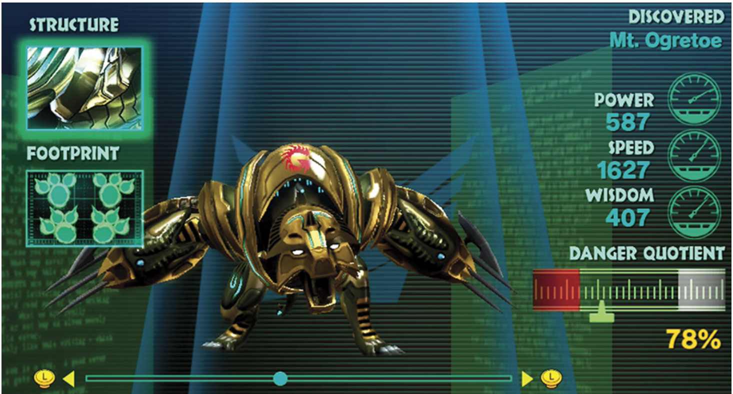


First Encountered: Operation 004-B

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Vulcan cannon	×	—	—	No damage	No damage	×	×
Missile	10+ people	—	—	Guard/No damage	Guard/No damage	×	o
Cannonball Drop	10+ people	—	—	Slides and falls	Slides and falls	×	o
Cannonball Press	10+ people	—	—	Same effect as Guts	Same effect as Guts	o	o
Anti-Unite field	×	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Vulcan cannon	4 people	o (When stunned)	8 Heroes (When stunned)	10 Heroes (when stunned)	Rocket launcher	×	o (with Unite Guts reflected attacks)	o
Missile	4 people	o (When stunned)	8 Heroes (When stunned)	10 Heroes (when stunned)	Rocket launcher	×	o (with Unite Guts reflected attacks)	o
Cannonball Drop	4 people	o (When stunned)	8 Heroes (When stunned)	10 Heroes (when stunned)	Rocket launcher	×	o (with Unite Guts reflected attacks)	o
Cannonball Press	4 people	o (When stunned)	8 Heroes (When stunned)	10 Heroes (when stunned)	Rocket launcher	×	o (with Unite Guts reflected attacks)	o
Anti-Unite field	4 people	o (When stunned)	8 Heroes (When stunned)	10 Heroes (when stunned)	Rocket launcher	×	o (with Unite Guts reflected attacks)	o

Doora

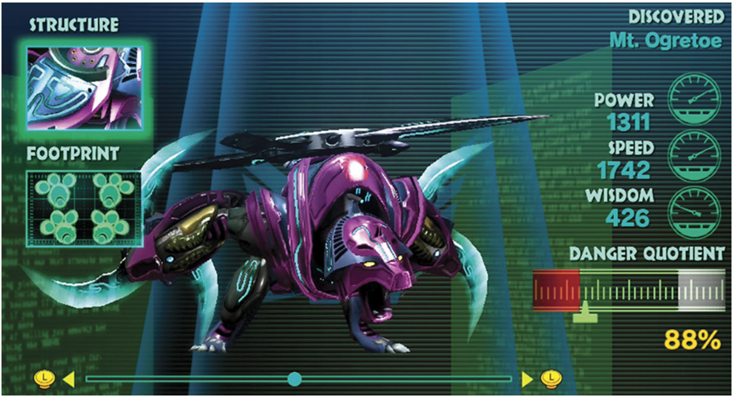


First Encountered: Operation 005-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Repeated scratching	×	—	—	—	—	×	o
Jump and kick	10+ people	—	—	—	—	×	o
Claw attack (on ground)	×	—	—	× (from the side)	Destroys ammo	×	o
4-leg style: tackle	×	—	—	—	—	×	o
Critical claw attack (with both hands)	×	Claw	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Repeated scratching	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Claw	o (with Unite Guts)	o
Jump and kick	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Claw	o (with Unite Guts)	o
Claw attack (on ground)	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Claw	o (with Unite Guts)	o
4-leg style: tackle	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Claw	o (with Unite Guts)	o
Critical claw attack (with both hands)	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Claw	o (with Unite Guts)	o

Surey Doora

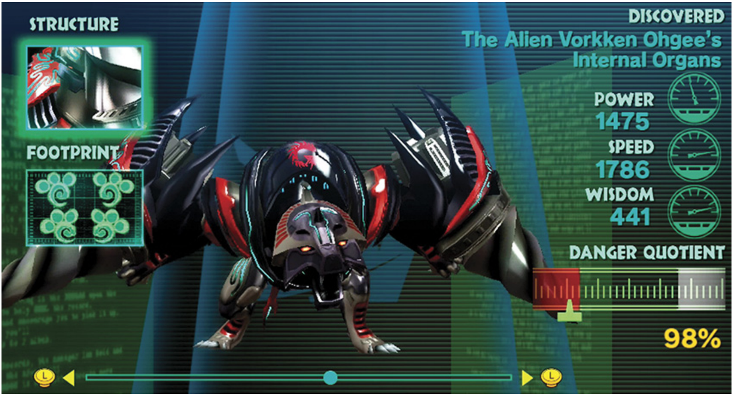


First Encountered: Operation 005-B

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Repeated scratching	×	—	—	—	—	×	o
Jump and kick	10+ people	—	—	—	—	×	o
Claw attack (on ground)	×	—	—	× (from the side)	Destroys ammo	×	o
Large throwing star							
(in midair)	×	—	—	—	—	×	o
4-leg style: tackle	×	—	—	—	—	×	o
Critical claw attack (with both hands)	×	Claw	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Repeated scratching	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Throwing star	o (with Unite Guts)	o
Jump and kick	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Throwing star	o (with Unite Guts)	o
Claw attack (on ground)	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Throwing star	o (with Unite Guts)	o
Large throwing star	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Throwing star	o (with Unite Guts)	o
(in midair)	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Throwing star	o (with Unite Guts)	o
4-leg style: tackle	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Throwing star	o (with Unite Guts)	o
Critical claw attack (with both hands)	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Throwing star	o (with Unite Guts)	o

Gerry Doora



DISCOVERED

The Alien Vorkken Ohgee's Internal Organs

POWER 1475

SPEED 1786

WISDOM 441

DANGER QUOTIENT 98%

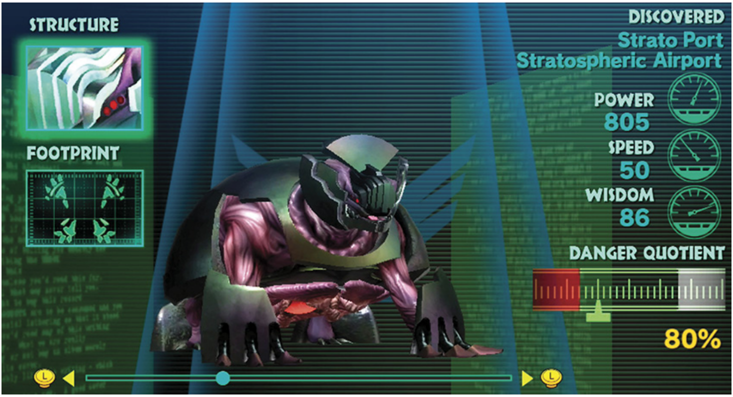
First Encountered: Operation 007-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Repeated scratching	×	—	—	Same effect as Guts	Same effect as Guts	×	o
Jump and kick	10+ people	—	—	—	—	×	o
Drill attack (on ground)	×	—	—	× (from the side)	Destroys ammo	×	o
4-leg style: tackle	×	—	—	Same effect as Guts	Same effect as Guts	×	o
Critical Drill attack (with both hands)	×	Claw	—	Same effect as Guts	Same effect as Guts	×	o
Drilling from the ground	×	—	—	—	—	×	o
Running attack Sign?Repeated claw attacks?Tiger-like running? Spin slashes	×	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Repeated scratching	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Drill Arms	o (with Unite Guts)	o
Jump and kick	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Drill Arms	o (with Unite Guts)	o

Drill attack (on ground)	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Drill Arms	o (with Unite Guts)	o
4-leg style: tackle	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Drill Arms	o (with Unite Guts)	o
Critical Drill attack (with both hands)	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Drill Arms	o (with Unite Guts)	o
Drilling from the ground	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Drill Arms	o (with Unite Guts)	o
Running attack Sign?Repeated claw attacks? Tiger-like running? Spin slashes	10 people	o (When stunned)	8 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Drill Arms	o (with Unite Guts)	o

Megang



POWER 805
SPEED 50
WISDOM 86
DANGER QUOTIENT 80%

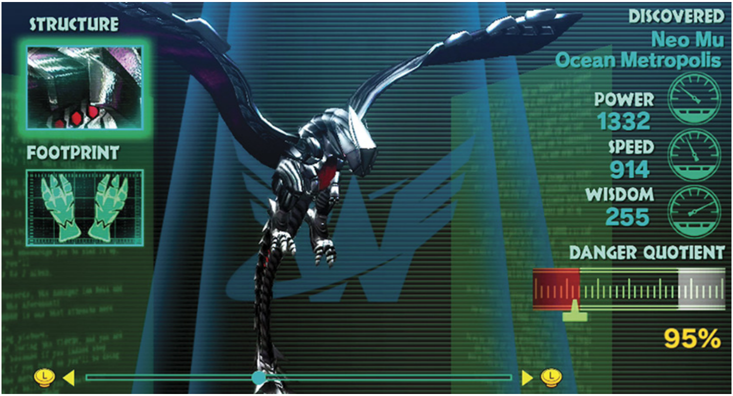
First Encountered: Operation 003-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Neck stretching and biting	×	—	—	—	—	×	o
Stomp with front legs (left and right)	20+ people	—	—	—	—	o	o
Stomp with hind legs (left and right)	20+ people	—	—	—	—	o	o
Turn and stomp with both legs	20+ people	—	—	—	—	o	o

Spinning and rising attack	×	—	—	—	—	×	o
Biting the upper part of the shell	×	—	—	—	—	×	o
Stomach Stomp: 5 fire pillars	×	—	Charge with hand	—	—	×	×
Forearm Stomp: 1 fire pillar (left and right)	×	—	Charge with hand	—	—	×	×

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Neck stretching and biting	10 people Hard to attach before destroying the shell	×	20 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Bone Naginata	o	o
Stomp with front legs (left and right)	10 people Hard to attach before destroying the shell	×	20 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Bone Naginata	o	o
Stomp with hind legs (left and right)	10 people Hard to attach before destroying the shell	×	20 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Bone Naginata	o	o
Turn and stomp with both legs	10 people Hard to attach before destroying the shell	×	20 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Bone Naginata	o	o
Spinning and rising attack	10 people Hard to attach before destroying the shell	×	20 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Bone Naginata	o	o
Biting the upper part of the shell	10 people Hard to attach before destroying the shell	×	20 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Bone Naginata	o	o
Stomach Stomp: 5 fire pillars	10 people Hard to attach before destroying the shell	×	20 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Bone Naginata	o	o
Forearm Stomp: 1 fire pillar (left and right)	10 people Hard to attach before destroying the shell	×	20 Heroes (When stunned)	20 Heroes (When stunned)	Rocket launcher	Bone Naginata	o	o

Hah-Gonay

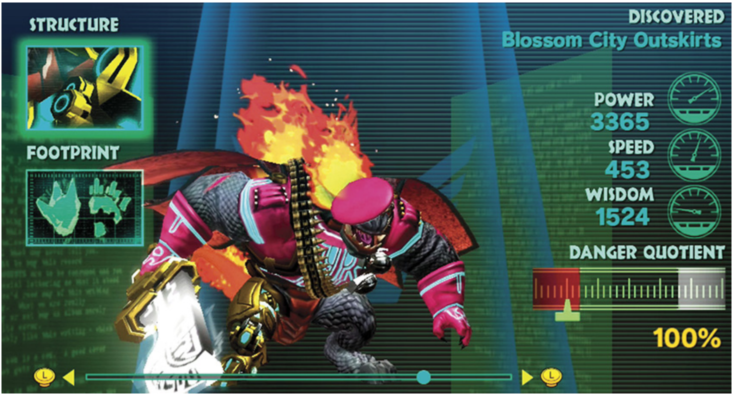


First Encountered: Operation 004-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Stomp (left and right)	20+ people	—	—	—	—	×	o
Jump and stomp	20+ people	—	—	Same effect as Guts	Same effect as Guts	o	o
Hind tail press	20+ people	—	—	—	—	×	o
Turn and tail attack	20+ people	—	—	—	—	×	o
Bite	×	—	—	—	—	×	o
Single fire shot	×	—	Charge with hand	—	—	×	o
Wide-range fire shot	×	—	Charge with hand	—	—	×	—
Roar	×	—	Unite destroyed	—		×	×
Drill shot from guarding stance	×	—	—	Destroys ammo	Destroys ammo	×	o
Tail press from guarding stance	20+ people	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Stomp (left and right)	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	×	Flamethrower Head	o (With Guts, with Unite Claw to closed wings)	o
Jump and stomp	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	×	Flamethrower Head	o (With Guts, with Unite Claw to closed wings)	o
Hind tail press	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	×	Flamethrower Head	o (With Guts, with Unite Claw to closed wings)	o
Turn and tail attack	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	×	Flamethrower Head	o (With Guts, with Unite Claw to closed wings)	o
Bite	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	×	Flamethrower Head	o (With Guts, with Unite Claw to closed wings)	o
Single fire shot	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	×	Flamethrower Head	o (With Guts, with Unite Claw to closed wings)	o
Wide-range fire shot	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	×	Flamethrower Head	o (With Guts, with Unite Claw to closed wings)	o
Roar	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	×	Flamethrower Head	o (With Guts, with Unite Claw to closed wings)	o
Drill shot from guarding stance	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	×	Flamethrower Head	o (With Guts, with Unite Claw to closed wings)	o
Tail press from guarding stance	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	×	Flamethrower Head	o (With Guts, with Unite Claw to closed wings)	o

Laambo



STRUCTURE

FOOTPRINT

DISCOVERED

Blossom City Outskirts

POWER 3365

SPEED 453

WISDOM 1524

DANGER QUOTIENT 100%

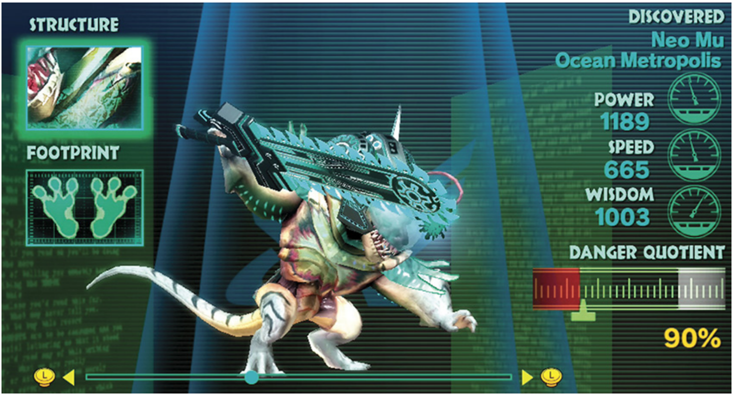
First Encountered: Operation 001-B

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Punch	20+ people	—	—	—	—	×	o
Kick	20+ people	—	—	—	—	×	o
Jump and stab	×	—	—	Guard/No damage	Guard/No damage	×	o
Forward ground thrust	×	—	—	—	—	×	o
Vertical slash	×	Claw	—	—	—	×	o
Horizontal slash	×	Sword	—	—	—	×	o
Tail swish attack	20+ people	—	—	—	—	×	o
Spin Slash	×	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Punch	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	×	o (destroy weapon)	o
Kick	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	×	o (destroy weapon)	o
Jump and stab	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	×	o (destroy weapon)	o

Forward ground thrust	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	×	o (destroy weapon)	o
Vertical slash	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	×	o (destroy weapon)	o
Horizontal slash	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	×	o (destroy weapon)	o
Tail swish attack	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	×	o (destroy weapon)	o
Spin Slash	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	×	o (destroy weapon)	o

Ankho



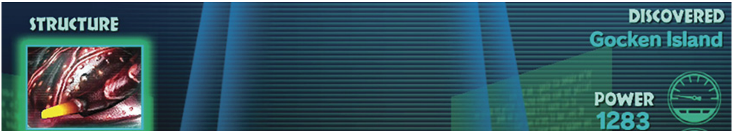
First Encountered: Operation 004-B

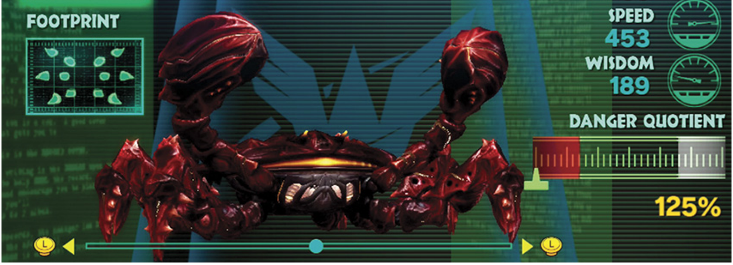
Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Punch	20+ people	–	–	–	–	×	o
Kick	20+ people	–	–	–	–	×	o
Jump and stomp	20+ people	–	–	Same effect as Guts	Same effect as Guts	o	o
Forward ground thrust	×	–	–	–	–	×	o
Vertical slash	×	Claw	–	–	–	×	o

Horizontal slash	×	Sword	—	—	—	×	o
Tail swish attack	20+ people	—	—	—	—	×	o
Spin Slash	×	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Punch	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	Ankho Sword	o (Counter stomp with Guts, destroy weapon)	o
Kick	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	Ankho Sword	o (Counter stomp with Guts, destroy weapon)	o
Jump and Stomp	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	Ankho Sword	o (Counter stomp with Guts, destroy weapon)	o
Forward Ground Thrust	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	Ankho Sword	o (Counter stomp with Guts, destroy weapon)	o
Vertical Slash	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	Ankho Sword	o (Counter stomp with Guts, destroy weapon)	o
Horizontal Slash	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	Ankho Sword	o (Counter stomp with Guts, destroy weapon)	o
Tail Swish Attack	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	Ankho Sword	o (Counter stomp with Guts, destroy weapon)	o
Spin Slash	20 Heroes	o (When stunned, 50+ Heroes required)	20 Heroes (When stunned)	50 Heroes (When stunned)	Rocket launcher	Ankho Sword	o (Counter stomp with Guts, destroy weapon)	o

Deah-Kani





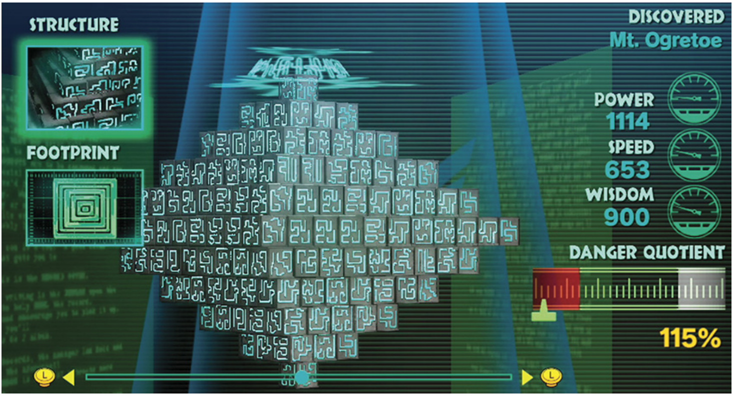
First Encountered: Operation 006-A

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Generating baby crabs	×	—	—	—	—	×	o
Stomp (with all 6 legs)	50+ people	—	—	Same effect as Guts	Same effect as Guts	o	o
Bubble bomb	×	—	—	—	—	×	Destroys ammo
Acid spit	×	—	—	—	—	×	×
Crouching critical scissors	×	Claw	—	—	—	×	o
Crouching mouth laser	×	—	Reflect with sword	—	—	×	×
Scissor attack on head	×	—	—	—	—	×	o
Run and stomp	×	—	—	—	—	o	o
Squash	×	—	—	—	—	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Generating baby crabs	×	×	×	×	×	Crab claw	o (cut off 3 legs)	o
Stomp (with all 6 legs)	×	×	×	×	×	Crab claw	o (cut off 3 legs)	o
Bubble bomb	×	×	×	×	×	Crab claw	o (cut off 3 legs)	o
Acid spit	×	×	×	×	×	Crab claw	o (cut off 3 legs)	o
Crouching critical scissors	×	×	×	×	×	Crab claw	o (cut off 3 legs)	o
Crouching mouth laser	×	×	×	×	×	Crab claw	o (cut off 3 legs)	o

Scissor attack on head	×	×	×	×	×	Crab claw	o (cut off 3 legs)	o
Run and stomp	×	×	×	×	×	Crab claw	o (cut off 3 legs)	o
Squash	×	×	×	×	×	Crab claw	o (cut off 3 legs)	o

Tumeekey

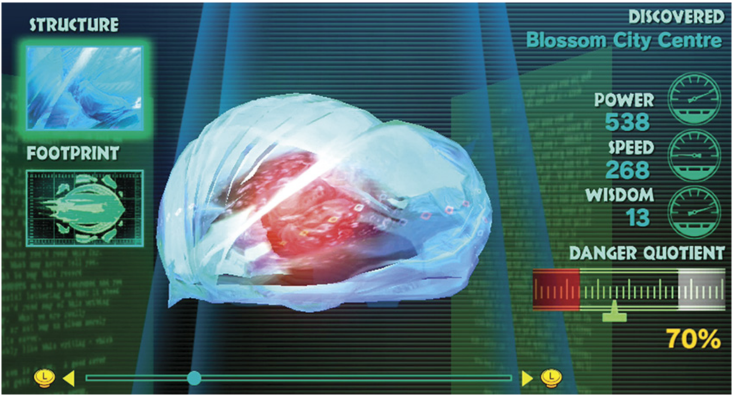


First Encountered: Operation 005-B

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Hand: Combo	20+ people	×	×	×	×	×	o
Sword: Thrust	×	×	×	×	×	×	o
Gun: Shoot	×	×	×	×	×	×	o
Whip: Combo	20+ people	×	×	Guard/No damage	Guard/No damage	o	o
Hammer: One hit	20+ people	×	×	Guard/No damage	Guard/No damage	o	o
Claw: Combo	×	×	×	×	×	×	o
Bomb	20+ people	×	×	Guard/No damage	Guard/No damage	o	o
Eruption Laser	×	×	Charge with hand	×	×	×	×
Spinning tackle	×	×	×	×	×	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Hand: Combo	10 Heroes (assembled), 1 Heroe (per block when scattered)	Only when scattered	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o
Sword: Thrust	10 Heroes (assembled), 1 Heroe (per block when scattered)	Only when scattered	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o
Gun: Shoot	10 Heroes (assembled), 1 Heroe (per block when scattered)	Only when scattered	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o
Whip: Combo	10 Heroes (assembled), 1 Heroe (per block when scattered)	Only when scattered	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o
Hammer: One hit	10 Heroes (assembled), 1 Heroe (per block when scattered)	Only when scattered	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o
Claw: Combo	10 Heroes (assembled), 1 Heroe (per block when scattered)	Only when scattered	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o
Bomb	10 Heroes (assembled), 1 Heroe (per block when scattered)	Only when scattered	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o
Eruption Laser	10 Heroes (assembled), 1 Heroe (per block when scattered)	Only when scattered	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o
Spinning tackle	10 Heroes (assembled), 1 Heroe (per block when scattered)	Only when scattered	×	×	×	×	o (Reflect Hand, Gun, Hammer with Guts)	o

Nyerk

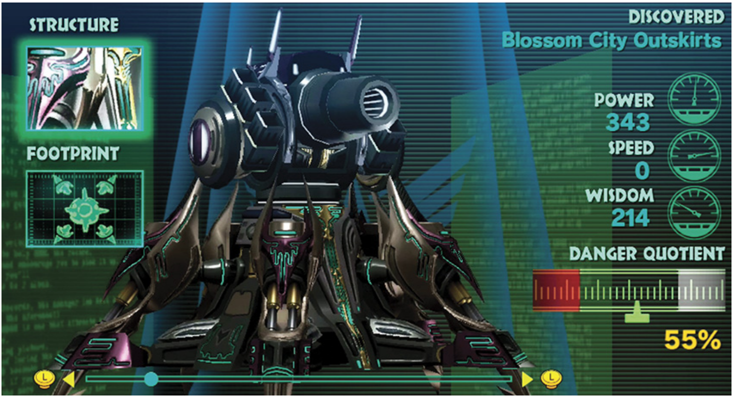


First Encountered: Operation 002-B

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Forward Absorb	×	×	×	×	×	×	o
Jump Absorb	×	×	×	×	×	×	o
All-direction spike attack	×	×	×	×	×	×	o
All-direction jelly shot	×	×	Cut with sword	×	×	×	o
Laser from the core	×	×	Reflect with sword	×	×	×	o
Core self-destruction	×	×	×	×	×	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Forward Absorb	×	×	×	×	×	×	×	×
Jump Absorb	×	×	×	×	×	×	×	×
All-direction spike attack	×	×	×	×	×	×	×	×
All-direction jelly shot	×	×	×	×	×	×	×	×
Laser from the core	×	×	×	×	×	×	×	×
Core self-destruction	×	×	×	×	×	×	×	×

Tiekuu

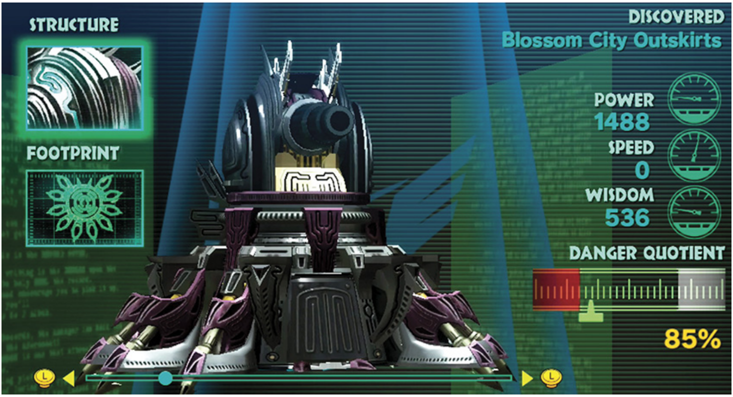


First Encountered: Operation 001-B

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Spiked Cannonballs (Small Turrets)	×	×	Throw back with Gun/Whip	Guard/No damage	Guard/No damage	×	o
Drill Artillery Barrage	×	×	×	Guard/No damage	Guard/No damage	×	o
Cannonballs (Small Turrets)	10+ people	×	Throw back with Gun/Whip	×	×	×	o
Spiked Cannonballs (Main Gun)	×	×	Throw back with Gun/Whip	×	×	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Spiked Cannonballs (Small Turrets)	×	×	×	×	×	Main Gun (requires 10 Heroes to life)	×	×
Drill Artillery Barrage	×	×	×	×	×	Main Gun (requires 10 Heroes to life)	×	×
Cannonballs (Small Turrets)	×	×	×	×	×	Main Gun (requires 10 Heroes to life)	×	×
Spiked Cannonballs (Main Gun)	×	×	×	×	×	Main Gun (requires 10 Heroes to life)	×	×

Die-Tiekuu

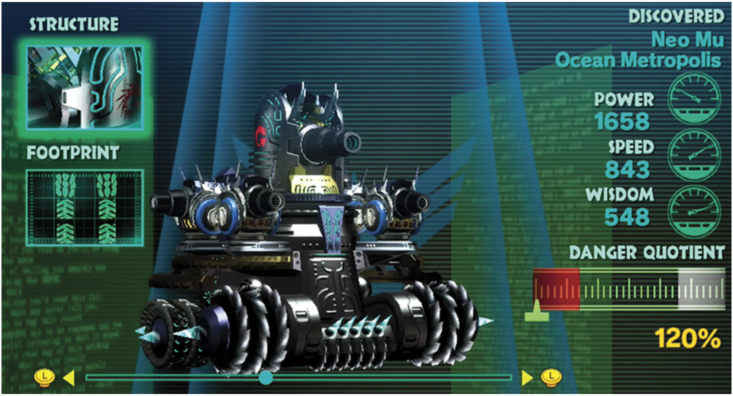


First Encountered: Operation 001-B

Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Cannonballs (Small Turrets)	10+ people	×	×	Slides and falls	Slides and falls	×	o
Drill Artillery Barrage	×	×	×	Guard/No damage	Guard/No damage	×	o
Main Cannon Shot	×	×	Swing Baseball Bat	×	×	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Cannonballs (Small Turrets)	×	×	×	×	×	Cannonball (3 Heroes to Lift)	×	×
Drill Artillery Barrage	×	×	×	×	×	Cannonball (3 Heroes to Lift)	×	×
Main Cannon Shot	×	×	×	×	×	Cannonball (3 Heroes to Lift)	×	×

Die-Rixen



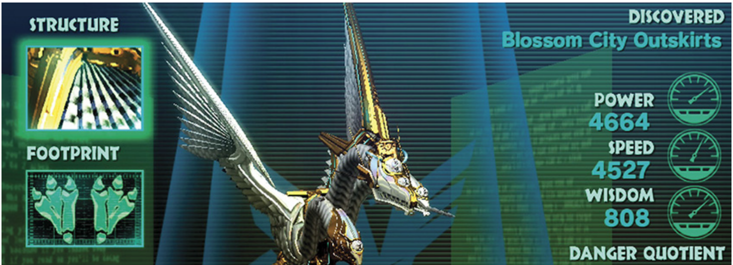
First Encountered: Operation 004-B

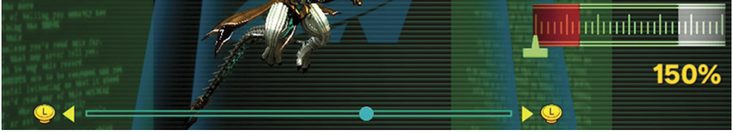
Attack	Guts	Counter Prompt	Unite Morph Counter	Unite Hammer umbrella	Naginata Block?	Flatten?	Unite Bomb Effective?
Cannonballs (Small Turrets)	10+ people	×	Throw back with Gun/Whip	Slides and falls	Slides and falls	×	o
Spiked Cannonballs (Small Turrets)	×	×	Throw back with Gun/Whip	Guard/No damage	Guard/No damage	×	o
Drill Shot artillery	×	×	×	Guard/No damage	Guard/No damage	×	o
Flamethrower	×	×	Absorb with Unite Hand	×	×	×	×
Charge and stomp	×	×	×	×	×	×	o
UFO deployment (HARD/101% HARD only)	×	×	×	×	×	×	o

Attack	Max Climb Attack #	Launch	Throw with Wonder Liner?	Grab with Whip	Unite Gun Suction?	Weapon Drop?	Can be Staggered?	Shocking Red?
Cannonballs (Small Turrets)	50 Heroes	×	×	×	×	Cannonball (3 Heroes to Lift)	×	o
Spiked Cannonballs (Small Turrets)	50 Heroes	×	×	×	×	Cannonball (3 Heroes to Lift)	×	o
Drill Shot artillery	50 Heroes	×	×	×	×	Cannonball (3 Heroes to Lift)	×	o
Flamethrower	50 Heroes	×	×	×	×	Cannonball (3 Heroes to Lift)	×	o
Charge and stomp	50 Heroes	×	×	×	×	Cannonball (3 Heroes to Lift)	×	o
UFO deployment (HARD/101% HARD only)	50 Heroes	×	×	×	×	Cannonball (3 Heroes to Lift)	×	o

The Bosses

Diekuu Ohrowchee



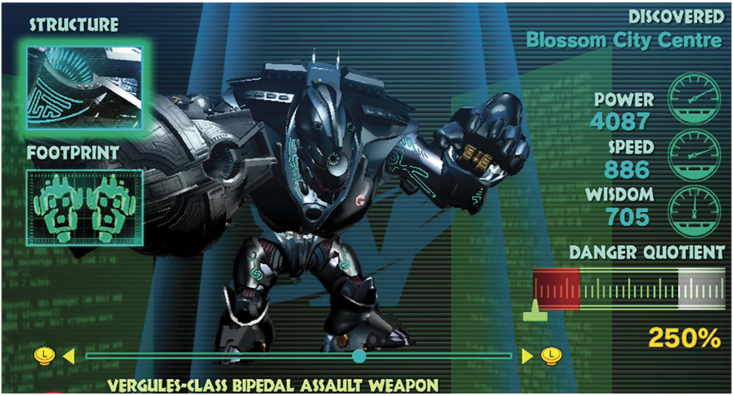


First Encountered: Operation 001-C

SITUATION	ATTACK	GUTS	COUNTER PROMPT	UNITE MORPH COUNTER
VIRGIN VICTORY PURSUIT	Incendiary Bomb	×	—	Destroy by shooting
	Jelly bomb	×	—	Destroy by shooting/slice with sword
	Debris throwing	10+ people	—	Destroy by shooting
	Bridge smash	×	—	—
	Cutscene: COUGH-FOON laser	—	—	☆Unite Gun
	Action Sequence: Destroy COUGH-FOON held in jaws	—	—	☆Unite Gun
FIGHTING ON ITS BACK	Flame thrower	×	—	Charge with Hand
	Jelly bomb	×	—	Slice with Sword
	Laser from the mouth	×	—	Deflect with Sword
	Head-slam	50+ people	—	—
	Rapid biting	×	—	—
	Left-Right Bite Combo	×	Sword (Hand)	—
	Shake-off attack	×	—	☆Unite Hand
	Roar	×	—	Unite destroyed, block with provided shield
	Rain down debris	10+ people	—	—
	Action Sequence: eye stabbing	—	—	☆Unite Sword
	Action Sequence: Unite Build an eyeball	—	—	☆Unite Build
FALLING TO THE GROUND	Press using jaws	50+ people	—	—
	Laser from the mouth	×	—	Deflect with Sword
	Biting, critical (from below)	×	—	☆Wonder-Jump
	Biting, critical (back and forth)	×	—	☆Wonder-Jump
GODDESS STATUE	Slash at	—	Sword	—
	Up-close combat	—	—	☆A Button "Push"
	Reproduce the arrow	—	—	☆Unite Build
	Split Laambo into two	—	—	☆Unite Hand

SITUATION	UNITE HAMMER UMBRELLA?	NAGINATA BLOCK?	FLATTEN?	UNITE BOMB EFFECTIVE?	MAX CLIMB ATTACK #	SHOCKING RED?
VIRGIN VICTORY PURSUIT	—	—	×	○	No	Yes
	—	—	×	○		
	Destroy rubble	—	×	○		
	—	—	×	×		
	—	—	—	×		
	—	—	—	—		
FIGHTING ON ITS BACK	—	—	×	×	20 to each head (left and right)	
	—	—	×	○		
	—	—	×	×		
	Same effect as Guts	—	○	Destroy barrier		
	—	—	×	Destroy barrier		
	—	—	×	Destroy barrier		
	—	—	×	Destroy barrier		
	—	—	×	Destroy barrier		
	Guard/no damage	Guard/no damage	×	○		
	—	—	—	—		
	—	—	—	—		
FALLING TO THE GROUND	Same effect as Guts	—	○	Destroy barrier	20 to the remaining head	
	—	—	×	×		
	—	—	×	Destroy barrier		
	—	—	×	Destroy barrier		
GODDESS STATUE	—	—	—	—	No	
	—	—	—	—		
	—	—	—	—		
	—	—	—	—		

Gah-Goojin



DISCOVERED
Blossom City Centre

POWER 4087
SPEED 886
WISDOM 705
DANGER QUOTIENT 250%

VERGULES-CLASS BIPEDAL ASSAULT WEAPON

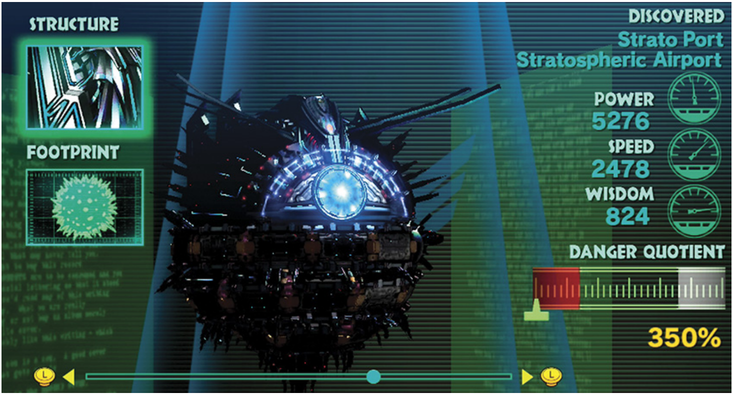
First Encountered: Operation 002-C

SITUATION	ATTACK	GUTS	COUNTER PROMPT	UNITE MORPH COUNTER
ATOP THE ARMS (OPERATION 001-B)	Fist pound (left hand)	50+ people	—	—
	Laser (left hand)	×	—	Deflect with Sword
	Fist pound (right hand)	50+ people	—	—
	Drill strike (right hand)	×	—	—
	Drill back and forth (right hand)	×	—	—
	DIEDOUGH-GOO's shots from the mouth	10+ people	—	—
UNTIL HEAD ARMOR IS DESTROYED	Fist pound	50+ people	—	—
	Open-hand pound	50+ people	—	—
	Vulcan head	×	—	—
	Table turner (right and left)	×	—	—
	Wire-wrapping punch	×	—	Slice with Sword (Pstar guide)
	DIEDOUGH-GOO x 2	—	—	—
	Climb on to and stomp the Tower	50+ people	—	—
	Go on the tower and use laser	×	—	Deflect with Sword
	Debris throwing	50+ people	—	—
	Tanker throwing	×	—	Shoot with Gun
	Bomb from the chest	10+ people	—	Gun/Whip attach
	Spike bomb from the chest	×	—	Gun/Whip attach
SPIKED HEAD	COUGH-FOON rocket punch	×	Whip	—
	COUGH-FOON critical punch	×	Gun	—
	GEDIE DOUGH-GOO deployment	—	—	—
FINALE	Action Sequence: building attack	—	—	☆Wonder-Punch ☆Unite Whip
	Action Sequence: Hanging from Virgin Victory	—	—	☆Wonder tickle

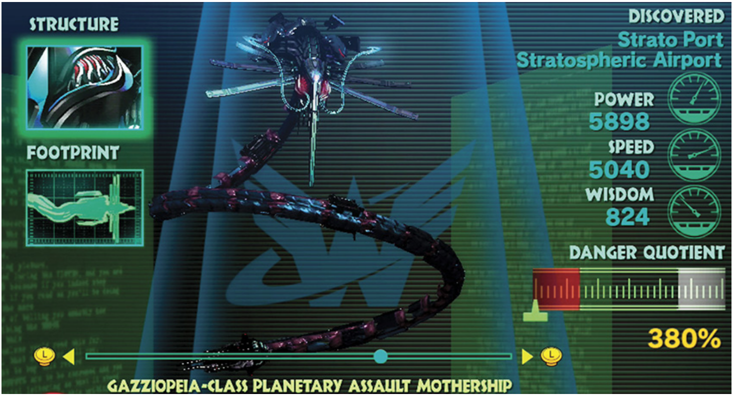
SITUATION	UNITE HAMMER UMBRELLA?	NAGINATA BLOCK?	FLATTEN?	UNITE BOMB EFFECTIVE?	MAX CLIMB ATTACK #	SHOCKING RED?
ATOP THE ARMS (OPERATION 001-B)	Guard/no damage	Guard/no damage	○	Destroy barrier	4 per core	Yes
	—	—	×	×		
	Guard/no damage	Guard/no damage	○	Destroy barrier		
	—	Deflect	×	Destroy barrier		
	—	Deflect	×	Destroy barrier		
	—	Guard/no damage	×	○		
UNTIL HEAD ARMOR IS DESTROYED	Guard/no damage	Guard/no damage	○	Destroy barrier	20 on head, 10 on left arm	
	Guard/no damage	Guard/no damage	○	Destroy barrier		
	No damage	No damage	×	×		
	—	—	×	Ignore		
	—	—	×	Destroy barrier		
	—	—	—	○		
	Same effect as Guts	Guard/no damage	○	Destroy barrier		
	—	—	×	×		
	Guard/no damage	Guard/no damage	×	○		
	—	—	×	×		
	Slide down	Slide down	×	○		
	Guard/no damage	Guard/no damage	×	○		

SPIKED HEAD	—	—	×	Destroy barrier	Unable to climb onto spiky head	
	—	—	×	Destroy barrier		
	—	—	×	○		
FINALE	—	—	—	—	No	
	—	—	—	—		

Diejeah



DISCOVERED
Strato Port
Stratospheric Airport
POWER 5276
SPEED 2478
WISDOM 824
DANGER QUOTIENT
350%



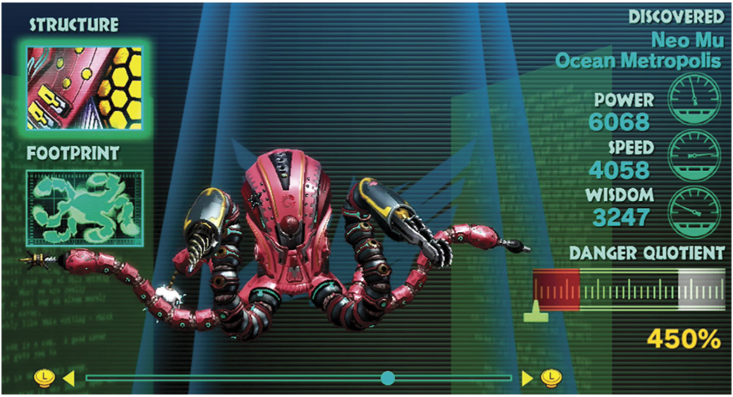
DISCOVERED
Strato Port
Stratospheric Airport
POWER 5898
SPEED 5040
WISDOM 824
DANGER QUOTIENT
380%
GAZZIOPEIA-CLASS PLANETARY ASSAULT MOTHERSHIP

First Encountered: Operation 003-C

SITUATION	ATTACK	GUTS	COUNTER PROMPT	UNITE MORPH COUNTER
BATTLE	Missiles from the head	×	—	—
	Repeatedly stab with whiskers	×	—	Hit down with Hammer
	Electro-pulse cutter	×	—	Hit back with Sword
	Stab with nose tip	×	—	Wonder-Jump
	Buzzsaw vertical cut (right and left)	×	—	—
	Buzzsaw horizontal cut (right and left)	×	—	☆Unite Hammer
	Envan tentacles attack	50+ people	—	—
	Action Sequence–Diejeah's Last Gasp	—	—	☆Wonder-Jump
				☆Unite Whip
				☆Unite Sword
	Action Sequence–Final Hammer Blow	—	—	☆Unite Hammer
				☆A Button "Strike"

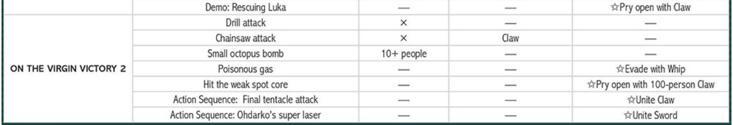
SITUATION	UNITE HAMMER UMBRELLA?	NAGINATA BLOCK?	FLATTEN?	UNITE BOMB EFFECTIVE?	MAX CLIMB ATTACK #	SHOCKING RED?
BATTLE	Blocks Missiles	Guard/no damage	×	○	No	Yes
	Guard/no damage	Guard/no damage	×	Destroy barrier		
	—	—	×	×		
	—	—	×	Destroy barrier		
	—	—	×	Destroy barrier		
	—	—	×	Destroy barrier		
	Same effect as Guts	Same effect as Guts	○	○		
	—	—	—	—		
	—	—	—	—		

Ohdarko

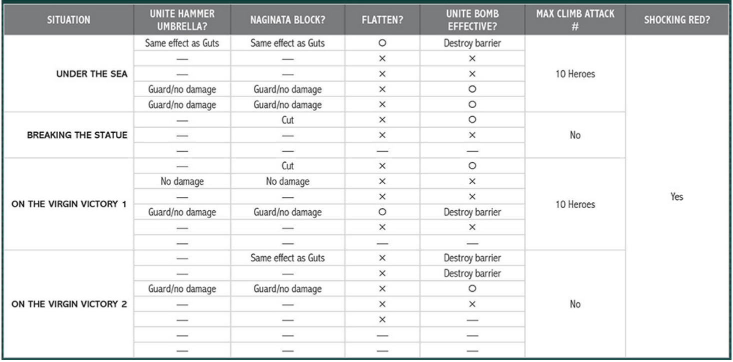


First Encountered: Operation 004-C

SITUATION	ATTACK	GUTS	COUNTER PROMPT	UNITE MORPH COUNTER
UNDER THE SEA	Tentacles pound (right and left)	50+ people	—	—
	Flame thrower (right and left)	×	—	Charge with Hand
	Laser (right and left)	×	—	Deflect with Sword
	Spike bomb (right and left)	×	—	Gun/Whip attach
	Normal bomb: explosion (right and left)	10+ people	—	Gun/Whip attach
BREAKING THE STATUE	Ink jelly bomb	×	×	Slice with Sword
	Electro shock	×	×	Charge with Sword
	Fissure in the Goddess Statue	—	—	☆Crack with Hammer
ON THE VIRGIN VICTORY 1	Ink jelly bomb	×	×	Slice with Sword
	Vulcan	×	×	—
	Electro shock	×	×	Charge with Sword
	Iron ball	×	×	Peel off with Whip
	Pulse cannon	×	×	Deflect with Sword

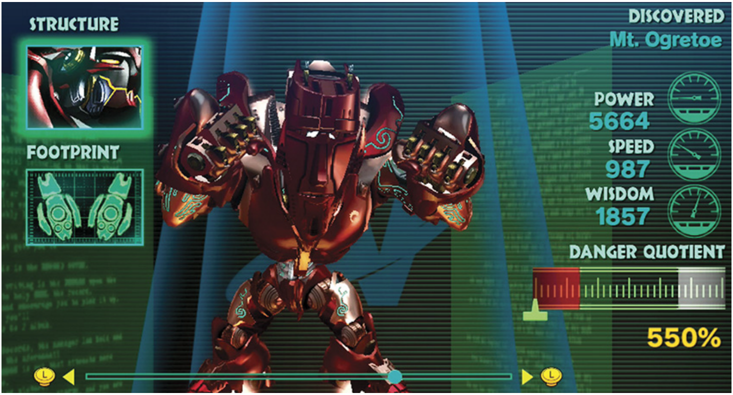


	Demo: Rescuing Luka	—	—	☆Pry open with Claw
ON THE VIRGIN VICTORY 2	Drill attack	×	—	—
	Chainsaw attack	×	Claw	—
	Small octopus bomb	10+ people	—	—
	Poisonous gas	—	—	☆Evade with Whip
	Hit the weak spot core	—	—	☆Pry open with 100-person Claw
	Action Sequence: Final tentacle attack	—	—	☆Unite Claw
	Action Sequence: Ohdarko's super laser	—	—	☆Unite Sword



SITUATION	UNITE HAMMER UMBRELLA?	NAGINATA BLOCK?	FLATTEN?	UNITE BOMB EFFECTIVE?	MAX CLIMB ATTACK #	SHOCKING RED?
UNDER THE SEA	Same effect as Guts	Same effect as Guts	○	Destroy barrier	10 Heroes	Yes
	—	—	×	×		
	—	—	×	×		
	Guard/no damage	Guard/no damage	×	○		
	Guard/no damage	Guard/no damage	×	○		
BREAKING THE STATUE	—	Cut	×	○	No	
	—	—	×	×		
	—	—	—	—		
ON THE VIRGIN VICTORY 1	—	Cut	×	○	10 Heroes	
	No damage	No damage	×	×		
	—	—	×	×		
	Guard/no damage	Guard/no damage	○	Destroy barrier		
	—	—	×	×		
	—	—	—	—		
ON THE VIRGIN VICTORY 2	—	Same effect as Guts	×	Destroy barrier	No	
	—	—	×	Destroy barrier		
	Guard/no damage	Guard/no damage	×	○		
	—	—	×	×		
	—	—	×	—		
	—	—	—	—		
	—	—	—	—		

Wallgah-Goojin



DISCOVERED
Mt. Ogretoe

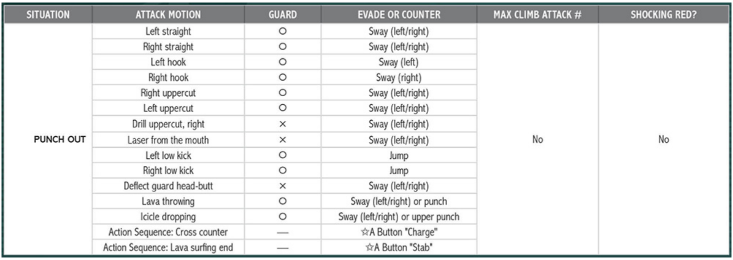
POWER
5664

SPEED
987

WISDOM
1857

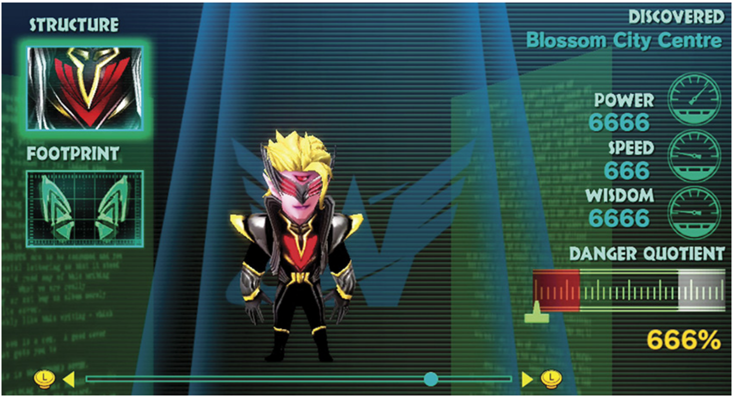
DANGER QUOTIENT
550%

First Encountered: Operation 005-C

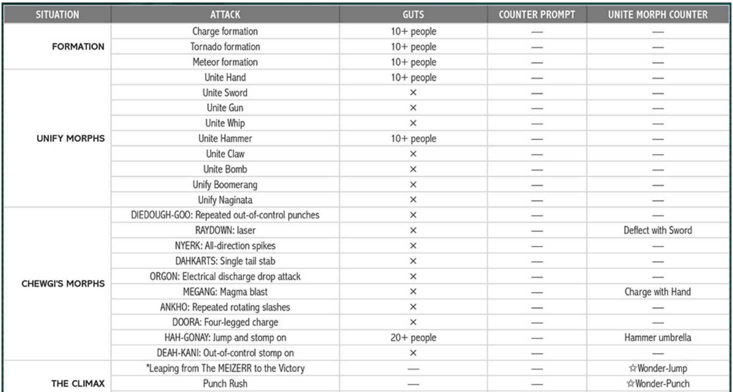


SITUATION	ATTACK MOTION	GUARD	EVADE OR COUNTER	MAX CLIMB ATTACK #	SHOCKING RED?
PUNCH OUT	Left straight	○	Sway (left/right)	No	No
	Right straight	○	Sway (left/right)		
	Left hook	○	Sway (left)		
	Right hook	○	Sway (right)		
	Right uppercut	○	Sway (left/right)		
	Left uppercut	○	Sway (left/right)		
	Drill uppercut, right	×	Sway (left/right)		
	Laser from the mouth	×	Sway (left/right)		
	Left low kick	○	Jump		
	Right low kick	○	Jump		
	Deflect guard head-butt	×	Sway (left/right)		
	Lava throwing	○	Sway (left/right) or punch		
	Icicle dropping	○	Sway (left/right) or upper punch		
	Action Sequence: Cross counter	—	☆A Button "Charge"		
	Action Sequence: Lava surfing end	—	☆A Button "Stab"		

Prince Vorkken



First Encountered: Operation 002-A

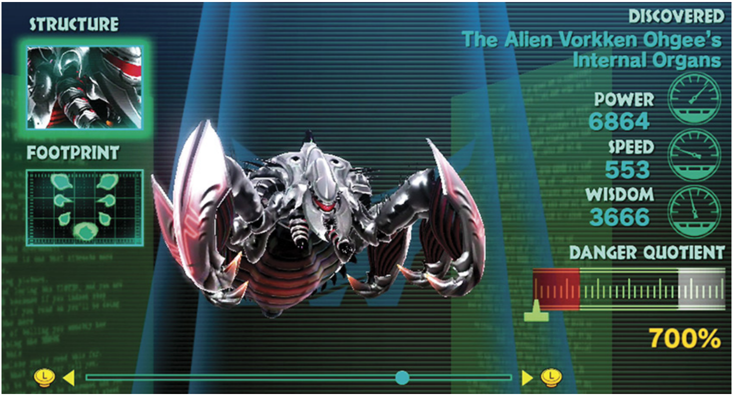


SITUATION	ATTACK	GUTS	COUNTER PROMPT	UNITE MORPH COUNTER
FORMATION	Charge formation	10+ people	—	—
	Tornado formation	10+ people	—	—
	Meteor formation	10+ people	—	—
UNIFY MORPHS	Unite Hand	10+ people	—	—
	Unite Sword	×	—	—
	Unite Gun	×	—	—
	Unite Whip	×	—	—
	Unite Hammer	10+ people	—	—
	Unite Claw	×	—	—
	Unite Bomb	×	—	—
	Unify Boomerang	×	—	—
	Unify Naginata	×	—	—
CHEWGI'S MORPHS	DIEDOUGH-GOO: Repeated out-of-control punches	×	—	—
	RAYDOWN: laser	×	—	Deflect with Sword
	NYERK: All-direction spikes	×	—	—
	DAHKARTS: Single tail stab	×	—	—
	ORGON: Electrical discharge drop attack	×	—	—
	MEGANG: Magma blast	×	—	Charge with Hand
	ANKHO: Repeated rotating slashes	×	—	—
	DOORA: Four-legged charge	×	—	—
	HAH-GONAY: Jump and stomp on	20+ people	—	Hammer umbrella
	DEAH-KANI: Out-of-control stomp on	×	—	—
THE CLIMAX	"Leaping from The MEIZERR to the Victory	—	—	☆Wonder-Jump
	Punch Rush	—	—	☆Wonder-Punch

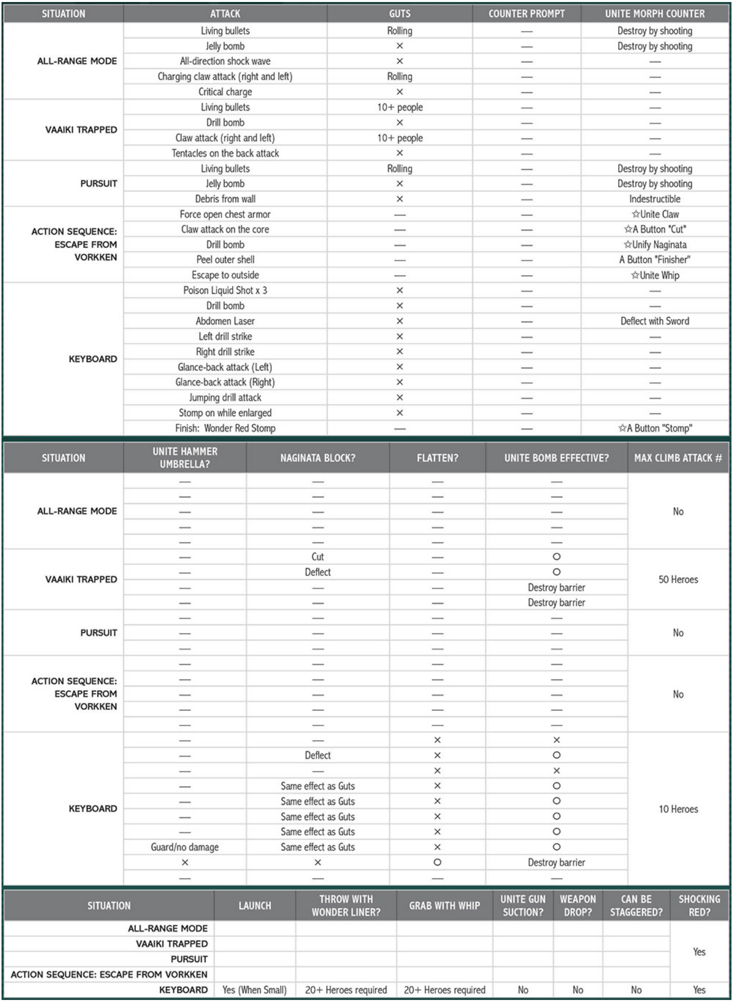
	Unify Punch	—	—	☆Wonder-Punch

SITUATION	UNITE HAMMER UMBRELLA?	NAGINATA BLOCK?	FLATTEN?	UNITE BOMB EFFECTIVE?	MAX CLIMB ATTACK #	SHOCKING RED?
FORMATION	—	—	×	○	1 per target	Yes
	—	—	×	○		
	Guard/no damage	Guard/no damage	×	○		
UNIFY MORPHS	—	—	×	○		
	—	—	×	○		
	—	—	×	○		
	Guard/no damage	Guard/no damage	○	○		
	Guard/no damage	Guard/no damage	○	○		
	—	—	×	○		
	Guard/no damage	Guard/no damage	○	○		
	—	—	×	○		
	—	—	×	○		
CHEWGI'S MORPHS	—	—	×	○		
	—	—	×	×		
	—	—	×	○		
	—	—	×	○		
	Guard/no damage	Guard/no damage	×	○		
	—	—	×	×		
	—	—	×	○		
	—	—	×	○		
	—	—	○	○		
	—	—	○	○		
THE CLIMAX	—	—	—	—		
	—	—	—	—		
	—	—	—	—		

Vaaiki



First Encountered: Operation 007-B

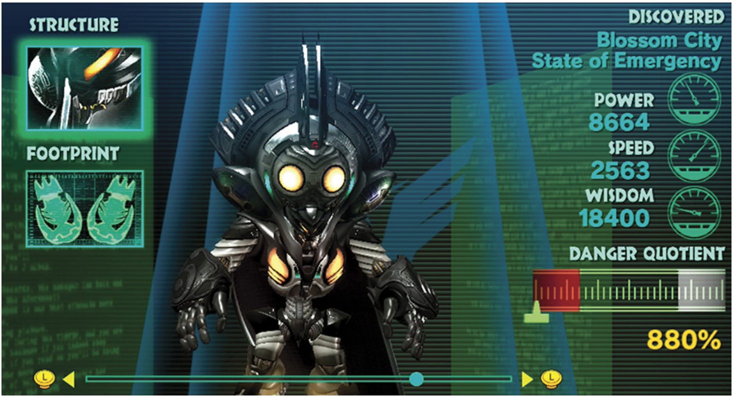


SITUATION	ATTACK	GUTS	COUNTER PROMPT	UNITE MORPH COUNTER
ALL-RANGE MODE	Living bullets	Rolling	—	Destroy by shooting
	Jelly bomb	×	—	Destroy by shooting
	All-direction shock wave	×	—	—
	Charging claw attack (right and left)	Rolling	—	—
	Critical charge	×	—	—
VAAIKI TRAPPED	Living bullets	10+ people	—	—
	Drill bomb	×	—	—
	Claw attack (right and left)	10+ people	—	—
	Tentacles on the back attack	×	—	—
PURSUIT	Living bullets	Rolling	—	Destroy by shooting
	Jelly bomb	×	—	Destroy by shooting
	Debris from wall	×	—	Indestructible
ACTION SEQUENCE: ESCAPE FROM VORKKEN	Force open chest armor	—	—	☆Unite Claw
	Claw attack on the core	—	—	☆A Button "Cut"
	Drill bomb	—	—	☆Unify Naginata
	Peel outer shell	—	—	A Button "Finisher"
	Escape to outside	—	—	☆Unite Whip
KEYBOARD	Poison Liquid Shot x 3	×	—	—
	Drill bomb	×	—	—
	Abdomen Laser	×	—	Deflect with Sword
	Left drill strike	×	—	—
	Right drill strike	×	—	—
	Glance-back attack (Left)	×	—	—
	Glance-back attack (Right)	×	—	—
	Jumping drill attack	×	—	—
	Stomp on while enlarged	×	—	—
	Finish: Wonder Red Stomp	—	—	☆A Button "Stomp"

SITUATION	UNITE HAMMER UMBRELLA?	NAGINATA BLOCK?	FLATTEN?	UNITE BOMB EFFECTIVE?	MAX CLIMB ATTACK #
ALL-RANGE MODE	—	—	—	—	No
	—	—	—	—	
	—	—	—	—	
	—	—	—	—	
	—	—	—	—	
VAAIKI TRAPPED	—	Cut	—	○	50 Heroes
	—	Deflect	—	○	
	—	—	—	Destroy barrier	
	—	—	—	Destroy barrier	
PURSUIT	—	—	—	—	No
	—	—	—	—	
	—	—	—	—	
ACTION SEQUENCE: ESCAPE FROM VORKKEN	—	—	—	—	No
	—	—	—	—	
	—	—	—	—	
	—	—	—	—	
	—	—	—	—	
KEYBOARD	—	—	×	×	10 Heroes
	—	Deflect	×	○	
	—	—	×	×	
	—	Same effect as Guts	×	○	
	—	Same effect as Guts	×	○	
	—	Same effect as Guts	×	○	
	—	Same effect as Guts	×	○	
	Guard/no damage	Same effect as Guts	×	○	
	×	×	○	Destroy barrier	
	—	—	—	—	

SITUATION	LAUNCH	THROW WITH WONDER LINER?	GRAB WITH WHIP	UNITE GUN SUCTION?	WEAPON DROP?	CAN BE STAGGERED?	SHOCKING RED?
ALL-RANGE MODE							Yes
VAAIKI TRAPPED							
PURSUIT							
ACTION SEQUENCE: ESCAPE FROM VORKKEN							
KEYBOARD	Yes (When Small)	20+ Heroes required	20+ Heroes required	No	No	No	Yes

Giga-Goojin



DISCOVERED
Blossom City
State of Emergency

POWER
8664

SPEED
2563

WISDOM
18400

DANGER QUOTIENT
880%

First Encountered: Operation 008-C

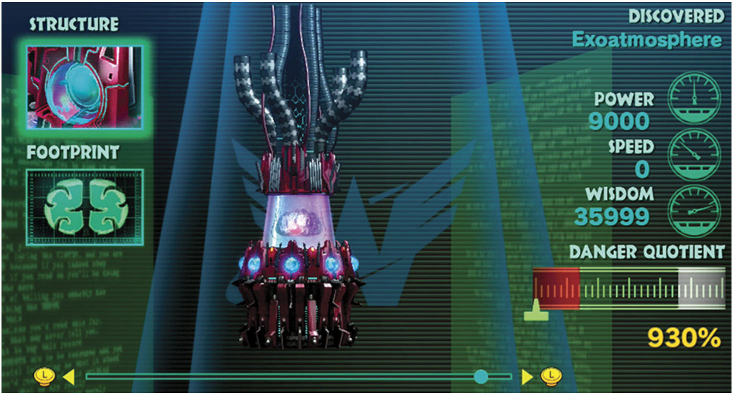
SITUATION	ATTACK	GUTS	COUNTER PROMPT	UNITE MORPH COUNTER
BATTLESHIP PURSUIT	Missile	×	—	Destroy by shooting
	Mega-size laser	×	—	Deflect with Sword
	COUGH-FOON laser	×	—	Deflect with Sword
	Demo: Collide into it	—	—	A Button "Tackle"

SITUATION	UNITE HAMMER UMBRELLA?	NAGINATA BLOCK?	FLATTEN?	UNITE BOMB EFFECTIVE?
BATTLESHIP PURSUIT	Guard/no damage	Guard/no damage	—	○
	—	—	—	×
	—	—	—	×
	—	—	—	—

SITUATION	ATTACK	GUTS	COUNTER PROMPT	UNITE MORPH COUNTER
BATTLESHIP PURSUIT	Missile	×	—	Destroy by shooting
	Mega-size laser	×	—	Deflect with Sword
	COUGH-FOON laser	×	—	Deflect with Sword
	Demo: Collide into it	—	—	A Button "Tackle"

SITUATION	ATTACK MOTION	GUARD	EVADE OR COUNTER
BOXING MID-AIR			Sway (left/right)
	Right straight	○	Sway (left/right)
	Left hook	○	Sway (left)
	Right hook	○	Sway (right)
	Right uppercut	○	Sway (left/right)
	Left uppercut	○	Sway (left/right)
	Left backhand blow	○	Sway (right)
	Right backhand blow	○	Sway (left)
	Right drill uppercut	×	Sway (left/right)
	Eye Lasers	×	Sway (left/right)
	Left low kick	○	Jump
	Right low kick	○	Jump
	Left low kick	○	Jump
	Right low kick	○	Jump
	Block and Counter	×	Sway (left/right)
	Action Sequence: Plate-Form laser	×	☆A Button "Destroy"
BOXING OVER THE SEA	Snake-style (vertical)	×	Sway (left/right)
	Snake-style (horizontal)	×	Jump
	Octopus-style	×	Sway (left/right)
		If caught	☆A Button "Shake Off"
	Dragon-style	×	Sway (left/right)
	GAH-GOOJIN throw	○	Sway (left/right) or punch
	WALLGAH-GOOJIN throw	×	Sway (left/right)

Jergingha (Activated Mode)



STRUCTURE

FOOTPRINT

DISCOVERED
Exoatmosphere

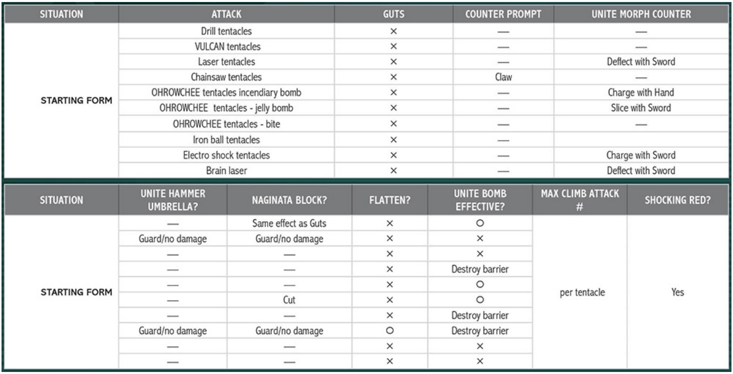
POWER
9000

SPEED
0

WISDOM
35999

DANGER QUOTIENT
930%

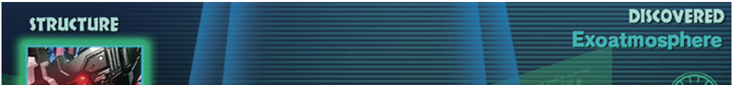
First Encountered: Operation 009-C



SITUATION	ATTACK	GUTS	COUNTER PROMPT	UNITE MORPH COUNTER
STARTING FORM	Drill tentacles	×	—	—
	VULCAN tentacles	×	—	—
	Laser tentacles	×	—	Deflect with Sword
	Chainsaw tentacles	×	Claw	—
	OHROWCHEE tentacles incendiary bomb	×	—	Charge with Hand
	OHROWCHEE tentacles - jelly bomb	×	—	Slice with Sword
	OHROWCHEE tentacles - bite	×	—	—
	Iron ball tentacles	×	—	
	Electro shock tentacles	×	—	Charge with Sword
	Brain laser	×	—	Deflect with Sword

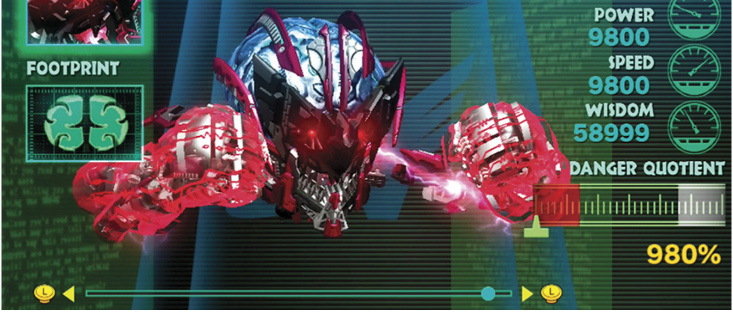
SITUATION	UNITE HAMMER UMBRELLA?	NAGINATA BLOCK?	FLATTEN?	UNITE BOMB EFFECTIVE?	MAX CLIMB ATTACK #	SHOCKING RED?
STARTING FORM	—	Same effect as Guts	×	○	per tentacle	Yes
	Guard/no damage	Guard/no damage	×	×		
	—	—	×	×		
	—	—	×	Destroy barrier		
	—	—	×	○		
	—	Cut	×	○		
	—	—	×	Destroy barrier		
	Guard/no damage	Guard/no damage	○	Destroy barrier		
	—	—	×	×		
	—	—	×	×		

Wonder-Jergingha

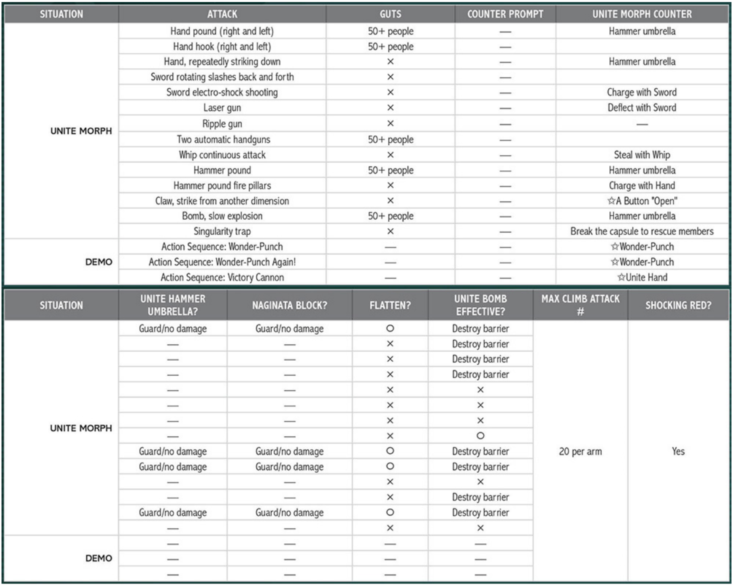


STRUCTURE

DISCOVERED
Exoatmosphere



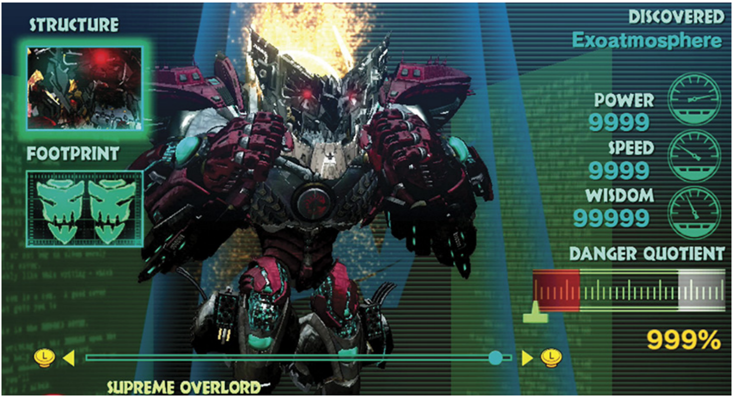
First Encountered: Operation 009-C



SITUATION	ATTACK	GUTS	COUNTER PROMPT	UNITE MORPH COUNTER
UNITE MORPH	Hand pound (right and left)	50+ people	—	Hammer umbrella
	Hand hook (right and left)	50+ people	—	
	Hand, repeatedly striking down	×	—	Hammer umbrella
	Sword rotating slashes back and forth	×	—	
	Sword electro-shock shooting	×	—	Charge with Sword
	Laser gun	×	—	Deflect with Sword
	Ripple gun	×	—	—
	Two automatic handguns	50+ people	—	
	Whip continuous attack	×	—	Steal with Whip
	Hammer pound	50+ people	—	Hammer umbrella
	Hammer pound fire pillars	×	—	Charge with Hand
	Claw, strike from another dimension	×	—	☆A Button "Open"
	Bomb, slow explosion	50+ people	—	Hammer umbrella
	Singularity trap	×	—	Break the capsule to rescue members
DEMO	Action Sequence: Wonder-Punch	—	—	☆Wonder-Punch
	Action Sequence: Wonder-Punch Again!	—	—	☆Wonder-Punch
	Action Sequence: Victory Cannon	—	—	☆Unite Hand

SITUATION	UNITE HAMMER UMBRELLA?	NAGINATA BLOCK?	FLATTEN?	UNITE BOMB EFFECTIVE?	MAX CLIMB ATTACK #	SHOCKING RED?
UNITE MORPH	Guard/no damage	Guard/no damage	○	Destroy barrier	20 per arm	Yes
	—	—	×	Destroy barrier		
	—	—	×	Destroy barrier		
	—	—	×	Destroy barrier		
	—	—	×	×		
	—	—	×	×		
	—	—	×	×		
	—	—	×	○		
	Guard/no damage	Guard/no damage	○	Destroy barrier		
	Guard/no damage	Guard/no damage	○	Destroy barrier		
	—	—	×	×		
	—	—	×	Destroy barrier		
	Guard/no damage	Guard/no damage	○	Destroy barrier		
	—	—	×	×		
DEMO	—	—	—	—		
	—	—	—	—		
	—	—	—	—		

Jergingha (Planet Destruction Form)



First Encountered: Operation 009-C

SITUATION	ATTACK	GUTS	COUNTER PROMPT	UNITE MORPH COUNTER
LONG DISTANCE	Leg Missiles	10+ people	—	—
	Cluster bombs (spikes)	×	—	—
	Five-finger laser	×	—	Deflect with Sword
	Action Sequence: Firing all cannons	×	—	☆Unite Bomb
	Action Sequence: Countering the missiles	×	—	☆Wonder-Punch
SHORT DISTANCE	Left hook	100+ people	—	—
	Right hook	100+ people	—	—
	Left kick	100+ people	—	—
	Right kick	100+ people	—	—
	Meteor drop	100+ people	—	—
	All-direction shock wave	×	—	—
	Singularity trap	×	—	Break the capsule
	Throwing meteor from warp	100+ people	—	
CLOSE-UP	Left hook	100+ people	—	—
	Right hook	100+ people	—	—
	Energy bomb from the forehead	×	—	—
FINAL ACTION SEQUENCE	Preparing the Final Blow	—	—	☆Unite Ultra Platinum
	Shoot the W-type laser	—	—	☆Unite Charge
	Pushing back and forth between the lasers	—	—	☆A Button "Protect Earth"

SITUATION	UNITE HAMMER UMBRELLA?	NAGINATA BLOCK?	FLATTEN?	UNITE BOMB EFFECTIVE?	MAX CLIMB ATTACK #	SHOCKING RED?
LONG DISTANCE	Guard/no damage	Guard/no damage	×	○	No	Yes
	Guard/no damage	Guard/no damage	×	○		
	—	—	×	×		
	—	—	—	—		
	—	—	—	—		
SHORT DISTANCE	—	—	—	Destroy barrier	20 on core	
	—	—	—	Destroy barrier		
	—	—	—	Destroy barrier		
	—	—	—	Destroy barrier		
	Guard/no damage	Guard/no damage	—	○		
	—	—	—	×		
	—	—	—	×		
	—	—	—	○		
CLOSE-UP	—	—	×	Destroy barrier	10 on core	
	—	—	×	Destroy barrier		
	—	—	×	×		
FINAL ACTION SEQUENCE	—	—	—	—	No	
	—	—	—	—		
	—	—	—	—		

Wonderful Secrets

There's more to The Wonderful 101 than just beating the heck out of the GEATHJERK Federation's finest. There are achievements to earn, extra heroes to unlock that can't be found in any one of the Operations, and even some extra Custom Blocks for people who are thorough when beating the game! We're warning you now: Turn back from this page if you want to avoid spoiling yourself on some ridiculously awesome unlocks.

The Bottlecap Collection

There is a special achievement and unlocks system called the Bottlecap Collection. One hundred and one different challenges make up the Bottlecap Collection, ranging from simply clearing an Operation to performing specific tasks during combat or exploration. Each of these achievements is tied to unlocking 1 of 15 hidden heroes. Some of these heroes you temporarily receive at set points in the story, but you can unlock them permanently by earning the achievements associated with them!

No.	Achievement Name	Description	Unlocks:
No. 1	Meet the Wonderful 100!	Complete the Prologue.	Goggles
No. 2	The Vile and Vicious Sixth	Defeat Laambo.	Captain
No. 3	You Sunk My Giant!	Defeat the Gah-Goojin.	Scarf
No. 4	The Insidious, Immoral Fifth	Defeat Wanna.	Gramps
No. 5	Undersea Assassin	Defeat the Ohdarko.	Poseman
No. 6	The Spiteful, Savage Third	Defeat Walltha.	Emeritus
No. 7	The Evil, Eldritch Fourth	Defeat Vijounne.	Immorta
No. 8	The Little Prince	Defeat Vorkken.	Vorkken
No. 9	Itty-Bitty Invader	Defeat the Vaaiki.	Chewgi
No. 10	The Cold and Callous Commander	Defeat Gimme.	Daddy
No. 11	The Brains of the Abominable Bunch	Defeat Jergingha.	Future
No. 12	They Are...The Wonderful 101!	Complete all stages.	Rodin
No. 13	Operations 001–003 (Normal)	Complete Operations 001–003 on Normal.	Scarf
No. 14	Operations 004–006 (Normal)	Complete Operations 004–006 on Normal.	Gramps
No. 15	Operations 007–009 (Normal)	Complete Operations 007–009 on Normal.	Daddy
No. 16	Hero in Training	Complete all stages on Normal difficulty.	Future
No. 17	Operations 001–003 (Hard)	Complete Operations 001–003 on Hard.	Poseman
No. 18	Operations 004–006 (Hard)	Complete Operations 004–006 on Hard.	Director
No. 19	Operations 007–009 (Hard)	Complete Operations 007–009 on Hard.	Rodin
No. 20	Wonderful Hero	Complete all stages on Hard difficulty.	Jeanne
No. 21	101% Wonderful Hero	Complete all stages on 101% Hard difficulty.	Bayonetta
No. 22	A Hundred Eyes See All	Get 50 members on the team.	Captain
No. 23	The Fury of 200 Fists	Get 100 members on the team.	Chewgi
No. 24	The Whole Wonderful 100	Rally together 100 standing members.	Daddy
No. 25	There's a Little Justice in All of Us	Rescue 1,000 civilians.	Captain
No. 26	Likeable Hero	Raise the level of a member to MAX.	Director
No. 27	A Slot to Be Proud Of	Unlock a Custom Block slot.	Poseman
No. 28	Eat Your Heart Out!	Obtain all the Hero Heart pieces.	Chewgi
No. 29	En-gauged!	Increase your Vital Gauge to the max.	Captain
No. 30	Fully Charged!	Increase your Unite Gauge to the max.	Vorkken
No. 31	Turn That Evil Frown Upside Down	Recruit an enemy.	Poseman
No. 32	Foe Today, Friend Tomorrow	Recruit 500 enemies onto your team.	Scarf
No. 33	A Fistful of Justice	Gain enough allies to obtain the Justice Missile.	Captain
No. 34	Battle-Hardened Band of Heroes	Obtain the Unite Big ability.	Future
No. 35	Super Unite Morph!	Activate the Super Unite Morph.	Poseman
No. 36	Platinum!	Earn 10 Platinums on the Mission Result screen. (Must be earned in unique battles.)	Immorta
No. 37	Silver Savior	Earn an average of at least Silver across all Operation Results screens."	Future
No. 38	Platinum Paragon	Earn a Platinum or higher in all Operation Results screens.	Bayonetta
No. 39	Ka-boing!	Repel 10 attacks using Unite Guts.	Goggles
No. 40	The Harder They Fall!	Defeat the Vaaiki without ever letting it get big.	Rodin
No. 41	Return to Sender	Deflect 10 beams using the Unite Sword.	Jeanne
No. 42	Explorers	Rescue all the captive citizens in Operation 005.	Emeritus
No. 43	Heave Ho!	Execute at least 50 throws.	Daddy
No. 44	Ah, Now That's Better	Cut down all the weeds growing in Operation 005.	Jeanne
No. 45	Mind if I Borrow That?	Obtain every type of weapon dropped by an enemy.	Daddy
No. 46	We Come in Peace	Ride on 5 UFOs.	Daddy
No. 47	Mixing Apprentice	Mix 30 times.	Gramps
No. 48	Mix Master	Mix 100 times.	Gramps
No. 49	Rogue Hero	Wreck 3,000 things.	Emeritus
No. 50	Impregnable	Repel 100 Drill Cells with the Unify Naginata.	Chewgi
No. 51	Batting a Thousand!	Use your bat to hit away all of the molecular disintegrator shots fired by Die-Tiekuu without missing once.	Jeanne
No. 52	Battery Binge!	Collect 1,000 Wonderful Batteries.	Immorta
No. 53	O-Parts Passion!	Collect 10,000,000 P in O-Parts.	Future
No. 54	Wonder-Jiujitsu	Successfully execute Ukemi 100 times.	Director
No. 55	What a Haul!	Catch 10 fish.	Immorta
No. 56	Transcendent Teamwork	Use the Wonder-Liner to activate Unite Morph 100 times.	Goggles
No. 57	Around the World	Extend the Liner a total of at least 100 kilometers.	Vorkken
No. 58	Mystic Wonderful Power	Regenerate 20 flower beds.	Emeritus
No. 59	Uniting Black Belt	Land three types of Unite Morph attacks in a single combo.	Jeanne
No. 60	Uniting Guru	Land 10 types of Unite Morph attacks in a single combo.	Scarf
No. 61	Counter Master	Counter 30 enemy attacks.	Future
No. 62	Nice Try!	Earn an evade bonus at least 10 times.	Bayonetta
No. 63	Perfect Driver	Complete the Maglev stage without taking damage.	Chewgi
No. 64	Skyrocket!	Use Unite Ball to skyrocket into the air.	Poseman
No. 65	Aspiring Technician	Obtain three skills.	Scarf
No. 66	Master Technician	Obtain all skills.	Scarf
No. 67	Aspiring Morpher	Obtain three special Unite Morphs.	Goggles
No. 68	Morphing Maniac	Obtain all special Unite Morphs.	Poseman
No. 69	Custom Blocker	Obtain all the Custom Blocks.	Bayonetta
No. 70	Operation Annihilation	Complete all the secret missions.	Vorkken
No. 71	You Can Hole Up, but You Can't Hide	Find all the Kahkoo-regah.	Immorta
No. 72	GEATH May Cry	Complete half the Kahkoo-regah.	Jeanne
No. 73	GEATHJERK Slayer	Complete all the Kahkoo-regah.	Jeanne
No. 74	Treasure Hunter	Plunder half of the toilet treasures.	Gramps
No. 75	Treasure Maniac	Plunder all of the toilet treasures.	Gramps
No. 76	Figure Hunter	Obtain half of the total Wonderful Figures.	Director
No. 77	Hero Collection	Obtain all of the Wonderful Figures.	Director
No. 78	Junior Stomper	Obtain a hidden underground item.	Rodin
No. 79	Full-Fledged Stomper	Obtain half of the hidden underground items.	Rodin
No. 80	Master Stomper	Obtain all the hidden underground items.	Rodin
No. 81	Database Ace	Obtain all the Wonderful Files and GEATHJERK Files.	Director
No. 82	Good in Tight Spaces	Use all the pipes in Operation 001-A.	Captain
No. 83	Take It Out on the Other Guys!	Recruit a quarreling couple.	Director
No. 84	Can We Take a Day Off?	Enjoy all the rides in Operation 002-B as a team.	Rodin
No. 85	I'm Not Lucky, I'm Special	Win the roulette in Operation 003-A three times.	Gramps
No. 86	Lord of Tight Spaces	Reach all the hidden areas in Operation 004.	Bayonetta
No. 87	Finders Keepers (Prologue)	Find all the Kahkoo-regah in the Prologue.	Vorkken
No. 88	Finders Keepers (Operation 001)	Find all the Kahkoo-regah in Operation 001.	Captain
No. 89	Finders Keepers (Operation 002)	Find all the Kahkoo-regah in Operation 002.	Scarf
No. 90	Finders Keepers (Operation 003)	Find all the Kahkoo-regah in Operation 003.	Gramps
No. 91	Finders Keepers (Operation 004)	Find all the Kahkoo-regah in Operation 004.	Bayonetta
No. 92	Finders Keepers (Operation 005)	Find all the Kahkoo-regah in Operation 005.	Emeritus
No. 93	Finders Keepers (Operation 006)	Find all the Kahkoo-regah in Operation 006.	Vorkken
No. 94	Finders Keepers (Operation 007)	Find all the Kahkoo-regah in Operation 007.	Chewgi
No. 95	Finders Keepers (Operation 008)	Find all the Kahkoo-regah in Operation 008.	Daddy
No. 96	Finders Keepers (Operation 009)	Find all the Kahkoo-regah in Operation 009.	Future
No. 97	Finders Keepers (Epilogue)	Find all the Kahkoo-regah in the Epilogue.	Goggles
No. 98	Shmup to No Good	Complete Operation 006 by piloting the Virgin Victory while destroying 170 enemies.	Immorta
No. 99	Drill of Iron	Complete the Dakkar stage while defeating at least 50 enemies.	Emeritus
No. 100	Punch-Out!	Complete a giant-robot boxing match without taking damage.	Goggles
No. 101	Wonderfully Wonderful Player	Unlock all 100 achievements.	Bayonetta

The Unlockable Heroes

Wonder-Scarf

Alice, the Virgin Victory's navigator, takes to the field as Wonder-Scarf! She is capable of using Unite Whip. However, Wonder-Scarf's version of Unite Whip is enhanced with the ability to potentially freeze the enemies she strikes, making her a versatile leader to choose.

Wonder-Captain

Even 20 years past his prime, Captain Nelson still has what it takes to punish GEATHJERK wherever it may hide. Armed with the Unite Drill ability, Wonder- Captain can pierce any defense, and the drill itself is perpetually bathed in flames.

Wonder-Gramps

Professor Shirogane is not one to shy away from the chance to do some real work in the field. His Unite Bomb's may not hit as hard as Wonder-Black's, but they do slow enemies down for a longer period of time.

PRINCE VORKKEN

Prince Vorkken is heir to the throne of the roaming Rhullo and leader of the Space Pirate band known across the universe as the Guyzoch. His Unify Boomerang works exactly as it did during your brief ability to use it in Operation 009.

Chewgi

Vorkken's loyal second-in-command, Chewgi returns to the team with Unify Naginata to provide a devastating offensive defense.

Immorta

Immorta is part of Galactic Federation Police, Special Weapons, Tactics, and Investigation Team, Sector S451219. Her Unite Bowgun is just how it was during the latter half of Operation 006.

Wonder-Daddy

A ghost from Wonder-Red's past, Wonder-Daddy has returned to join his son in battle, wielding a Unite Claw that always emits flames!

Wonder-Future

The shadow of what will become mankind's greatest hero, able to wield Unite Hand.

Wonder-Red (Emeritus)

Humanity's most lethal pompadour returns from the past to deliver hot-blooded Unite Drill justice!

Wonder-Goggles

As introduced in the Epilogue, Luka has turned into the newest addition to the Wonderful One Double Oh as Wonder-Goggles. His Unite Goggle's lasers can burn through anything they cast their gaze upon.

Wonder-Director

A mysterious, impossibly powerful superhero from another time and place, dressed for action and unable to dredge up even the smallest hints of mercy to grant to any form of evil. Even those who would dare to so much as make a snide comment over the Internet will find themselves crushed by forces beyond mortal comprehension. Wonder-Director wields a form of Unite Goggles, and while they are weaker than Wonder-Goggles' version, they fire longer lasting beams. Unfortunately, Wonder-Director can only sustain a single hit as a Leader before taking a trip to the continue screen, so he demands perfection in order to be used.

Poseman

A masked hero from points unknown, Poseman is not officially a member of the Wonderful 100, but fights alongside them in pursuit of evil all the same. His form of Unite Hand is perpetually red-hot with the flame's justice burning brightly around him.

Wonder-Rodin

A mysterious weaponsmith from another world, wielding Unite Hammer more skillfully than most. As opposed to a single crushing blow, Rodin is able to execute devastating combos with his hammer.

Wonder-Jeanne

A witch hailing from the same world as Rodin, her amazing powers have manifested in an ivory Unite Sword wreathed in constant electrical power. As a leader, Jeanne possesses the ability to use Hero Time, without the need to equip the Custom Block.

Wonder-Bayonetta

The single most powerful witch to ever exist, partner to Jeanne and customer of Rodin's, Bayonetta uses her unique form of magic to crush her enemies ruthlessly. In this world, she wields the Unite Gun. As leader, she naturally possesses the ability to use Hero Time, even if the Custom Block is not yet equipped. Let's rock, baby!

Special Custom Block Unlocks

Normally, you can earn a total of six Custom Block slots throughout the course of gameplay. To unlock the seventh slot, you must max out the level of every hero in the game, even the unlockable ones! And there's more! Two special Custom Blocks can be unlocked by accomplishing special tasks.

Full Automatic

Earned by beating the Prologue on Easy or Very Easy, the Full Automatic block allows you to fight and defend yourself stylishly with minimum effort.

Infinite Energy

Upon beating the grueling Operation 101, you're granted the chance to purchase the Infinite Energy Custom Block. True to its name, with this block you will never run low on Unite Gauge, allowing you to make endless Unite Morph combos at maximum strength, the only limits being the stamina of your foes. Note: Equipping either of these two Custom Blocks makes it so that you cannot post scores to Mii Verse.

Special Unite Morph Unlocks

Unite Big

This secret technique becomes available only after you have leveled up all of the original 100 heroes (unlockable heroes do not count) to their maximum level. Depending on your chosen leader (it must be one of the main seven), using Unite Big will create a gigantic version of that character, capable of dealing out massive damage.

Super Unite Morph

Once you have unlocked one of the secret characters, you gain the Super Unite Morph ability. By placing a secret character as the Leader, you can create a Unite Morph that dwarfs the 100-man size Unite Morph, causing even more damage to enemies.

Appendices

Collectibles Checklists

These charts act as a collectibles checklist for every Operation in the game that has collectibles. The following collectibles are tracked by this section: Wonderful Files, GEATHJERK Files, Hero Heart Fragments, Wonderful Figures, and recruitable Wonderful Ones. These items are listed in the order you encounter them, with page references leading you to where you find them in the walkthrough.

Prologue

Collectible	Description
1. Member No. 26: Wonder-Professor	1. On the roof of Car 4.
2. Wonderful File No. 2: P-Star	2. Hammer on roof hatch of Car 3.
3. Figure No. 26: Wonder-Professor	3. Kahkoo-regah on Normal.
4. Figure No. 51: Wonder-Rabbit	4. Kahkoo-regah on Hard.
5. Figure No. 1: Wonder-Red	5. Kahkoo-regah on 101% Hard.

Operation 001-A

Collectible	Description
1. Figure No. 11: Wonder-Gamer	1. Send a Wonder-Liner into the window in the marked location.
2. Member No. 28: Wonder-Painter	2. Destroy the car at the marked location.
3. Member No. 86: Wonder-Beer	3. Under the fuel tanker truck.
4. Member No. 40: Wonder-Diva	4. In the Mission 3 room. Return after the bridge breaks.
5. GEATHJERK File No. 2: Cough-Foon	5. Send a Wonder-Liner into a hole under the bridge.
6. GEATHJERK File No. 1: Dough-Goo	6. Send a Wonder-Liner into a hole under the bridge.
7. Wonderful File No. 3: Wonder-Blue	7. In the Blue Supply Box under the bridge.
8. Figure No. 10: Wonder-Rex	8. Send a Wonder-Liner into the window in the marked location.
9. GEATHJERK File No. 3: Chew Dough-Goo	9. Send a Wonder-Liner into the window in the marked location.
10. Member No 12: Wonder-Kungfu	10. Standing with civilians.
11. Wonderful File No. 1: Wonder-Red	11. In the Red Supply Box.
12. Figure No. 75: Wonder-Art	12. In the Pink Supply Box. Backtrack after obtaining Wonder-Pink.
13. Figure No. 49: Wonder-Oracle	13. Kahkoo-regah on Normal.
14. Figure No. 82: Wonder-Cellphone	14. Kahkoo-regah on Hard.
15. Figure No. 3: Wonder-Green	15. Kahkoo-regah on 101% Hard.
16. Member No. 36: Wonder-Pâtissière	16. On the roof with civilians.
17. Member No. 22: Wonder-Judo	17. Wonderful Rising with Unite Hand onto the roof.
18. Hero Heart Fragment	18. Wonderful Rising with Unite Hand onto the roof.
19. Figure No. 80: Wonder-Bonsai	19. In the Black Supply Box. Backtrack after obtaining Wonder-Black.
20. Figure No. 13: Wonder-Mailman	20. Send a Wonder-Liner into the hole under the bridge.
21. Member No. 16: Wonder-Guitar	21. Standing with civilians on the street.
22. GEATHJERK File No. 6: Gatcha	22. Send a Wonder-Liner into the window in the marked location.

Operation 001-B

Collectible	Description
1. Figure No. 37: Wonder-Schoolgirl	1. Send a Wonder-Liner into the window in the marked location.
2. Member No. 15: Wonder-Socho	2. On the bench near the Wonderful Toilet.
3. Member No. 61: Wonder-Matador	3. In the Gatcha.
4. Member No. 27: Wonder-Magician	4. On the roof before the Wonder-Glider start point.
5. GEATHJERK File No. 36: Gah-Goojin	5. Trace the 6 with the Wonder-Liner.
6. Figure No. 73: Wonder-Science	6. Kahkoo-regah on Normal.
7. Figure No. 99: Wonder-Camera	7. Kahkoo-regah on Hard.
8. Figure No. 2: Wonder-Blue	8. Kahkoo-regah on 101% Hard.
9. Hero Heart Fragment	9. In the Yellow Supply Box. Backtrack after obtaining Wonder-Yellow.
10. Wonderful File No. 17: CENTINELS Planetary Secret Service.	10. Send a Wonder-Liner into the window in the marked location.
11. Member No. 52: Wonder-Kabuki	11. Standing in front of the stadium with civilians.
12. Member No. 73: Wonder-Science	12. Lying on a bench inside the stadium on the second floor.
13. Hero Heart Fragment	13. Inside the stadium on the second floor. Double jump to get.

Operation 002-A

Collectible	Description
1. Figure No. 89: Wonder-Toilet	1. Wonder-Circle around the starting point.
2. Hero Heart Fragment	2. Use the You-Hough to fly to it.
3. Member No. 29: Wonder-Chef	3. Standing out in the open with civilians.
4. Member No. 39: Wonder-Nurse	4. In the Gatcha.
5. Member No. 35: Wonder-Makeup	5. Standing out in the open with civilians.
6. Figure No. 70: Wonder-Telephone	6. In the Green Supply Box.
7. Member No. 94: Wonder-Medicine	7. In the Gatcha.
8. GEATHJERK File No. 10: You-Hough	8. In the Wonderful Toilet.
9. Figure No. 74: Wonder-Clockwork	9. In the Wonderful Toilet.
10. Figure No. 27: Wonder-Magician	10. Kahkoo-regah on Normal.
11. Figure No. 72: Wonder-Automobile	11. Kahkoo-regah on Hard.
12. Figure No. 4: Wonder-Pink	12. Kahkoo-regah on 101% Hard.
13. Wonderful File No. 7: Wonder-Green	13. Hammer on the roof above Wonder-Liner door.
14. Wonderful File No. 5: Laurence Nelson	14. Send a Wonder-Liner into the window. (easier if done before whip crossing.)

Operation 002-B

Collectible	Description
1. GEATHJERK File No. 8: Raydown	1. Wonder-Liner BEFORE the water slide is turned on.
2. Member No. 43: Wonder-Ribbon	2. Standing out in the open by the Wonderful Toilet.
3. GEATHJERK File No. 7: Dahkarts	3. In the Wonderful Toilet.
4. Member No. 32: Wonder-Pierrot	4. Standing out in the open with civilians.
5. Figure No. 97: Wonder-Signal	5. In the Yellow Supply Box. Backtrack after obtaining Wonder-Yellow.
6. Hero Heart Fragment	6. Needs 100 person Unite Ball Morph.
7. Member No. 64: Wonder-Wonderland	7. Standing out in the open by the ferris wheel.
8. GEATHJERK File No. 5: Diedough-Goo	8. Wonder-Circle the fan after the ferris wheel.
9. Member No. 44: Wonder-Cheerleader	9. Standing out in the open with civilians.
10. GEATHJERK File No. 44: Laambo	10. In the Wonderful Toilet.
11. GEATHJERK File No. 4: Hoedown	11. In the Red Supply Box.
12. Figure No. 79: Wonder-Radio	12. Kahkoo-regah on Normal.
13. Figure No. 90: Wonder-Locomotive	13. Kahkoo-regah on Hard.
14. Figure No. 107: Wonder-Scarf	14. Kahkoo-regah on 101% Hard.
15. Figure No. 30: Wonder-Bath	15. In the Blue Supply Box.
16. Figure No. 28: Wonder-Painter	16. In the Wonderful Toilet.
17. Member No. 34: Wonder-Shopping	17. In the Gatcha.
18. Wonderful File No. 6: Alice MacGregor	18. Trace the symbol with Wonder-Liner.

Operation 003-A

Collectible	Description
1. Figure No. 16: Wonder-Guitar	1. Unite Hammer the wing. Backtrack after obtaining Wonder-Yellow.
2. Figure No. 40: Wonder-Diva	2. Unite Hammer the wing. Backtrack after obtaining Wonder-Yellow.
3. Figure No. 52: Wonder-Kabuki	3. Unite Hammer the wing. Backtrack after obtaining Wonder-Yellow.
4. Figure No. 22: Wonder-Judo	4. Kahkoo-regah on Normal.
5. Figure No. 36: Wonder-Pâtissière	5. Kahkoo-regah on Hard.
6. Figure No. 5: Wonder-Yellow	6. Kahkoo-regah on 101% Hard.
7. Member No. 55: Wonder-Prince	7. Near the Kahkoo-regah.
8. Wonderful File No. 4: Luka Alan Smithee	8. In the Red Supply Box.
9. Member No. 8: Wonder-Clean	9. On the catwalk with civilians.
10. GEATHJERK File No. 12: Hah-Markee	10. Hammer on top of the moving box.
11. GEATHJERK File No. 11: Die-Tiekuu	11. Send in the Wonder-Liner to the broken elevator.
12. Wonderful File No. 8: Wonder-Pink	12. In the Wonderful Toilet.
13. Member No. 77: Wonder-Movie	13. In the poisoned hallway with civilians.
14. Figure No. 86: Wonder-Beer	14. Hammer the upper-corner fountain.
15. Member No. 67: Wonder-Gambler	15. Land on the P on Roulette.
16. Figure No. 12: Wonder-Kungfu	16. Hammer the bottom-corner fountain.
17. Wonderful File No. 9: Wonder-Yellow	17. In the Yellow Supply Box.
18. Figure No. 41: Wonder-Tennis	18. Hammer the wing outside.
19. Member No. 20: Wonder-Sniper	19. Destroy a cracked wall in the maze.
20. Member No. 31: Wonder-Fighter	20. Destroy a cracked wall in the maze.
21. Hero Heart Fragment	21. Get a 100-person Unite Ball stuck in the air vent.

Operation 003-B

Collectible	Description
1. GEATHJERK File No. 13: The Meizerr	1. In the open at the trailing edge of the wing.
2. GEATHJERK File No. 14: Gedie Dough-Goo	2. Hammer the second platform during the Wonder-Jump event.
3. GEATHJERK File No. 15: Nyerk	3. Hammer the fourth platform during the Wonder-Jump event.
4. Member No. 87: Wonder-Money	4. On the second platform of a Wonder-Jump event with civilians.
5. GEATHJERK File No. 9: Tiekuu	5. Hammer a missile port on the Envan.
6. Member No. 45: Wonder-Flower	6. Standing in front of the flower bed.
7. Hero Heart Fragment	7. Send a Wonder-Liner off the screen.
8. Figure No. 15: Wonder-Socho	8. Kahkoo-regah on Normal.
9. Figure No. 61: Wonder-Matador	9. Kahkoo-regah on Hard.
10. Figure No. 108: Wonder-Gramps	10. Kahkoo-regah on 101% Hard.

Operation 004-A

Collectible	Description
1. GEATHJERK File No. 19: Megang	1. Send the Wonder-Liner into the door behind the Gatcha.
2. Member No. 83: Wonder-PC	2. In the Gatcha.
3. GEATHJERK File No. 16: Gehdown	3. In the Wonderful Toilet.
4. Figure No. 39: Wonder-Nurse	4. Kahkoo-regah on Normal.
5. Figure No. 94: Wonder-Medicine	5. Kahkoo-regah on Hard.
6. Figure No. 6: Wonder-White	6. Kahkoo-regah on 101% Hard.
7. GEATHJERK File No. 47: Wanna	7. Stay inside the waterfall and send a Wonder-Liner into the hole in the wall.
8. Member No. 24: Wonder-Armor	8. Standing out in the open with civilians.
9. Figure No. 44: Wonder-Cheerleader	9. Hammer the location marked on the map.
10. Member No. 23: Wonder-Pirate	10. In the Gatcha.
11. Member No. 60: Wonder-Diver	11. Sink in the water next to the Red Supply Box outlined below.
12. Figure No. 29: Wonder-Chef	12. In the Red Supply Box. Use Unite Hammer to lower the platform so it launches the player to the platform with the Supply Box.
13. Member No. 71: Wonder-Sailor	13. Standing with civilians in the secret area.
14. Wonderful File No. 19: Virgin Victory	14. Wonder-Circle the center of the secret area.
15. Member No. 53: Wonder-Sister	15. Standing out in the open with civilians.
16. GEATHJERK File No. 17: Notoriyeah	16. In the Wonderful Toilet.
17. Figure No. 43: Wonder-Ribbon	17. In the Yellow Supply Box found in the secret area.
18. Member No. 96: Wonder-Mop	18. Standing with civilians in the secret area.
19. Figure No. 64: Wonder-Wonderland	19. Hammer between the two pillars underwater.
20. Wonderful File No. 11: Wonder-White	20. Wonder-Circle on the helipad.
21. Hero Heart Fragment	21. A 100-person Unite Chain is needed.

Operation 004-B

Collectible	Description
1. Figure No. 55: Wonder-Prince	1. Kahkoo-regah on Normal.
2. Figure No. 34: Wonder-Shopping	2. Kahkoo-regah on Hard.
3. Figure No. 110: Wonder-Future	3. Kahkoo-regah on 101% Hard.
4. Figure No. 32: Wonder-Pierrot	4. In the Black Supply Box. Backtrack after obtaining Wonder-Black.
5. GEATHJERK File No. 48: Vijounne	5. Trace the zigzag with the Wonder-Liner.
6. Member No. 17: Wonder-Vegetable	6. Standing behind the waterfall.
7. Member No. 85: Wonder-Padlock	7. In the water with civilians.
8. Wonderful File No. 10: James Shirogane	8. Hammer the grating by the Pink Supply Box.
9. GEATHJERK File No. 18: Envan	9. In the Wonderful Toilet.
10. Hero Heart Fragment	10. In the north part of the room behind the pillar.
11. Figure No. 35: Wonder-Makeup	11. In the Blue Supply Box.
12. Member No. 95: Wonder-Plane	12. In the Gatcha.

Operation 005-A

Collectible	Description
1. GEATHJERK File No. 22: Ankho	1. Hammer the large pink mushroom.
2. Hero Heart Fragment	2. Ride a You-Hough.
3. Figure No. 77: Wonder-Movie	3. In the Pink Supply Box.
4. Figure No. 20: Wonder-Sniper	4. Wonder-Circle the circle marked by Wonderful Batteries.
5. Figure No. 45: Wonder-Flower	5. Wonder-Circle near the cliff edge at lower-left.
6. Member No. 92: Wonder-Rock	6. In the lava cave.
7. Wonderful File No. 18: CENTINEL-Suits	7. Hammer the blue mushroom.
8. Member No. 18: Wonder-Samurai	8. Standing on a blue mushroom in the middle.
9. Member No. 9: Wonder-Beetle	9. Standing in the grass with civilians.
10. Figure No. 67: Wonder-Gambler	10. Send a Wonder-Liner into the statue mouth.
11. Figure No. 31: Wonder-Fighter	11. Send a Wonder-Liner into the statue mouth.
12. Member No. 98: Wonder-Measure	12. Standing with civilians on a side platform.
13. Figure No. 87: Wonder-Money	13. Send a Wonder-Liner into the statue mouth.
14. Member No. 42: Wonder-Music	14. Claw climb to the top of the statue head.
15. Hero Heart Fragment	15. In the Black Supply Box.
16. GEATHJERK File No. 20: Dough-Kun	16. Hammer the gourd the statue is holding.
17. GEATHJERK File No. 45: Prince Vorkken	17. Trace the shape on the ground with the Wonder-Liner.
18. GEATHJERK File No. 21: Orgon	18. In the Wonderful Toilet.
19. Figure No. 9: Wonder-Beetle	19. Kahkoo-regah on Normal.
20. Figure No. 8: Wonder-Clean	20. Kahkoo-regah on Hard.
21. Figure No. 7: Wonder-Black	21. Kahkoo-regah on 101% Hard.
22. Member No. 46. Wonder-Fruit	22. Standing on the statue arm near the Kahkoo-regah.
23. Wonderful File No. 12: Immorta	23. Hammer where the water gourd used to be.
24. Wonderful File No. 13: Wonder-Black	24. During the Unite Glider section.

Operation 005-B

Collectible	Description
1. GEATHJERK File No. 23: Hah-Gonay	1. Hammer one of the circles where the lava was falling.
2. Member No. 62: Wonder-Prisoner	2. Inside the left statue mouth.
3. Hero Heart Fragment	3. Behind the big rock.
4. GEATHJERK File No. 24: Die-Rixen	4. Hammer one of the circles where the lava was falling.
5. GEATHJERK File No. 39: Ohdarko	5. Hammer one of the circles where the lava was falling.
6. Member No. 21: Wonder-Lunch	6. Backtrack to this location after escorting the statue to the wall. Beat Secret Mission 8 and she will appear.
7. Member No. 78: Wonder-Bulb	7. Standing out in the open with civilians.
8. Figure No. 66: Wonder-Voodoo	8. Kahkoo-regah on Normal.
9. Figure No. 85: Wonder-Padlock	9. Kahkoo-regah on Hard.
10. Figure No. 109: Wonder-Daddy	10. Kahkoo-regah on 101% Hard.
11. Member No. 66: Wonder-Voodoo	11. Standing on top of the building the statue comes out of.

Operation 006-A

Collectible	Description
1. Member No. 48: Wonder-Ice Cream	1. Use Unite Hand on fire to thaw the ice.
2. Member No. 47: Wonder-Ghost	2. Wonder-Circle the second Whip-hook pillar.
3. Member No. 51: Wonder-Rabbit	3. Standing out in the open with civilians.
4. Member No. 57: Wonder-Dancer	4. In the Gatcha.
5. GEATHJERK File No. 25: Koh-Tumeekey	5. Destroy the statue.
6. Figure No. 60: Wonder-Diver	6. Hammer the small island where the statue was.
7. Hero Heart Fragment	7. Trace the symbol with the Wonder-Liner.
8. GEATHJERK File No. 26: Doora	8. Hammer behind the waterfall.
9. Figure No. 23: Wonder-Pirate	9. In the Black Supply Box. 100-Man Unite Ball to reach it.
10. Figure No. 24: Wonder-Armor	10. Wonder-Chain to hidden area. Unite Build the statue.
11. Member No. 56: Wonder-Pixie	11. Standing next to the statue above.
12. Figure No. 69: Wonder-Treasure	12. Kahkoo-regah on Normal.
13. Figure No. 95: Wonder-Plane	13. Kahkoo-regah on Hard.
14. Figure No. 103: Immorta	14. Kahkoo-regah on 101% Hard.
15. Member No. 69: Wonder-Treasure	15. Use the gear obtained from Secret Mission 8 to open the chamber he is in.
16. GEATHJERK File No. 40: Wallgah-Goojin	16. Hammer the center of the room where Mission 7 is.
17. Figure No. 71: Wonder-Sailor	17. In the Red Supply Box.
18. Member No. 91: Wonder-Dynamite	18. Standing on a side platform with civilians.

Operation 006-B

Collectible	Description
1. Figure No. 56: Wonder-Pixie	1. Kahkoo-regah on Normal.
2. Figure No. 17: Wonder-Vegetable	2. Kahkoo-regah on Hard.
3. Figure No. 104: Wonder-Red (Emeritus)	3. Kahkoo-regah on 101% Hard.
4. Member No. 25: Wonder-Yeti	4. In the Gatcha.
5. GEATHJERK File No. 27: Kaizor Ohrowchee	5. In the Green Supply Box.
6. Wonderful File No. 16: Arthur Wedgewood	6. Unite Build the statue.
7. Member No. 38: Wonder-Goddess	7. Standing out in the open with civilians.
8. Hero Heart Fragment	8. Trace the trapezoid with the Wonder-Liner.
9. GEATHJERK File No. 46: Chewgi	9. Send a Wonder-Liner to the top of the platform at Mission 6.
10. Wonderful File No. 14 :Wonder-Red (Emeritus)	10. In the Wonderful Toilet.
11. GEATHJERK File No. 28: Surey Doora	11. Send a Wonder-Liner into the statue mouth.
12. Member No. 58: Wonder-Santa	12. Use Unite Hand on fire to thaw the ice blocking the cave.
13. Figure No. 96: Wonder-Mop	13. In the White Supply Box found in the cave above.
14. Wonderful File No. 20: Wonderful Mart	14. Wonder-Circle the crest in the floor.
15. Figure No. 83: Wonder-PC	15. Hammer the crack at the beginning of the wind section.
16. Member No. 54: Wonder-Witch	16. Standing on the right side of the stairs.

Operation 007-A

Collectible	Description
1. Figure No. 25: Wonder-Yeti	1. Kahkoo-regah on Normal.
2. Figure No. 57: Wonder-Dancer	2. Kahkoo-regah on Hard.
3. Figure No. 102: Chewgi	3. Kahkoo-regah on 101% Hard.
4. Figure No. 42: Wonder-Music	4. Hammer the center of the floor of Mission 1.
5. GEATHJERK File No. 29: Tumeekey	5. Wonder-Circle the flower bed.
6. Figure No. 98: Wonder-Measure	6. In the Wonderful Toilet.
7. Hero Heart Fragment	7. In the Yellow Supply Box.
8. Wonderful File No. 15: Young Will	8. Send a Wonder-Liner into the hole.
9. Figure No. 92: Wonder-Rock	9. Wonder-Circle the center of the floor of Mission 3.
10. Figure No. 46: Wonder-Fruit	10. In the Red Supply Box.
11. GEATHJERK File No. 37: Diekuu Ohrowchee Revived	11. Wonder-Circle the sixth platform.
12. GEATHJERK File No. 38: Diejeah	12. In the Wonderful Toilet.
13. Hero Heart Fragment	13. Unite Ball onto the waterspout.
14. Figure No. 62: Wonder-Prisoner	14. In the Wonderful Toilet.
15. GEATHJERK File No. 49: Walltha	15. On one side of the rotating platform.
16. Figure No. 18: Wonder-Samurai	16. In the Black Supply Box.
17. Figure No. 21: Wonder-Lunch	17. Hammer the center of Mission 8 island.
18. GEATHJERK File No. 30: Kuzzler	18. Wonder-Circle the center of Mission 9 island.
19. GEATHJERK File No. 50: (The Grave of) Heyourgah	19. On one side of the rotating platform.
20. Wonderful File No. 24: Kahkoo-regah	20. Send a Wonder-Liner into the hole on the southern part of Mission 10 island.

Operation 008-A

Collectible	Description
1. Figure No. 50: Wonder-Babe	1. Hammer the small blue roof.
2. GEATHJERK File No. 33: Gurry Doora	2. Send a Wonder-Liner into a small hole.
3. Member No. 63: Wonder-Death	3. In the Gatcha.
4. Wonderful File No. 23: GEATHJERK Federation Supreme Armada	4. Wonder-Circle the center fountain.
5. Member No. 76: Wonder-Jungle	5. Standing out in the open with civilians.
6. Member No. 59: Wonder-Yang	6. Standing out in the open with civilians.
7. GEATHJERK File No. 51: Gimme	7. In the Red Supply Box.
8. Hero Heart Fragment	8. Unite Rocket on top of Red Supply Box.
9. Figure No. 58: Wonder-Santa	9. In the Blue Supply Box.
10. Member No. 81: Wonder-Tombstone	10. Standing out in the open with civilians.
11. Figure No. 76: Wonder-Jungle	11. Kahkoo-regah on Normal.
12. Figure No. 48: Wonder-Ice Cream	12. Kahkoo-regah on Hard.
13. Figure No. 101: Prince Vorkken	13. Kahkoo-regah on 101% Hard.
14. Wonderful File No. 25: Dakkar	14. Wonder-Circle the center of Mission 4.
15. GEATHJERK File No. 41: Vaaiki	15. Trace the hourglass symbol with Wonder-Liner.
16. Member No. 84: Wonder-Motorbike	16. Standing out in the open with civilians.
17. Figure No. 91: Wonder-Dynamite	17. In the Black Supply Box.
18. GEATHJERK File No. 32: Kaizor Diejeah	18. In the Wonderful Toilet.

Operation 008-B

Collectible	Description
1. Member No. 19: Wonder-Zombie	1. In the Gatcha.
2. GEATHJERK File No. 42: Giga-Goonkhan	2. Send a Wonder-Liner into the hole in the wall.
3. Member No. 33: Wonder-Clown	3. Standing out in the open by the ferris wheel.
4. Member No. 100: Wonder-Antenna	4. Standing out in the open with civilians.
5. Figure No. 47: Wonder-Ghost	5. Hammer the pitcher's mound.
6. Figure No. 65: Wonder-Astronaut	6. Kahkoo-regah on Normal.
7. Figure No. 63: Wonder-Death	7. Kahkoo-regah on Hard.
8. Figure No. 116: P-Star	8. Kahkoo-regah on 101% Hard.
9. Member No. 88: Wonder-Fireworks	9. In the Gatcha.
10. Hero Heart Fragment	10. Unite Ball onto the waterspout.
11. Member No. 93: Wonder-Fixit	11. Standing out in the open with civilians.
12. Figure No. 54: Wonder-Witch	12. In the Yellow Supply Box.
13. GEATHJERK File No. 31: Deah-Kani	13. Wonder-Circle the center of the tower roof.
14. Member No. 68: Wonder-Vender	14. Standing out in the open with civilians.
15. Figure No. 38: Wonder-Goddess	15. In the White Supply Box. Unite Chain to the island it's on.

Operation 009-A

Collectible	Description
1. GEATHJERK File No. 43: Giga-Goojin	1. In the center of the Envan.
2. Figure No. 88: Wonder-Fireworks	2. Hammer the edge of the Envan marked on the map.

Operation 009-B

Collectible	Description
1. Figure No. 100: Wonder-Antenna	1. Kahkoo-regah on Normal.
2. Figure No. 93: Wonder-Fixit	2. Kahkoo-regah on Hard.
3. Figure No. 118: Platinum Robo	3. Kahkoo-regah on 101% Hard.
4. Figure No. 19: Wonder-Zombie	4. In the Blue Supply Box.
5. Figure No. 84: Wonder-Motorbike	5. In the Yellow Supply Box.
6. GEATHJERK File No. 35: GEATH-Wahksay	6. Wonder-Circle the center of the floor.
7. Hero Heart Fragment	7. In the Pink Supply Box.
8. Wonderful File No. 21: Shirogane Comet	8. In the Green Supply Box.
9. Wonderful File No. 22: Platinum Robo	9. Hammer one of the hatches in Mission 5.
10. Member No. 65: Wonder-Astronaut	10. Standing by the Black Supply Box.
11. Figure No. 33: Wonder-Clown	11. Wonder-Circle the center of Mission 5.
12. Figure No. 14: Wonder-Toy	12. Hammer one of the hatches in Mission 5.
13. Figure No. 81: Wonder-Tombstone	13. Out in the open near the Kahkoo-regah.
14. Figure No. 78: Wonder-Bulb	14. Kahkoo-regah on Normal.
15. Figure No. 68: Wonder-Vender	15. Kahkoo-regah on Hard.
16. Figure No. 106: Wonder-Captain	16. Kahkoo-regah on 101% Hard.

Operation 009-C

Collectible	Description
1. GEATHJERK File No. 34: Gunchew	1. In the White Supply Box.
2. Hero Heart Fragment	2. Automatically acquired after falling through to the second platform.

Epilogue

Collectible	Description
1. GEATHJERK File No. 52: The Machine World Jergingha	1. In the open while gathering the kids.
2. GEATHJERK File No. 53: Wonder-Jergingha	2. In the doorway just before Mission 2 starts.
3. Member No. 50: Wonder-Babe	3. Backtrack one car after recruiting the first civilians.
4. GEATHJERK File No. 54: Jergingha (Planet Destruction Form)	4. In the Red Supply Box.
5. Figure No. 59: Wonder-Yang	5. Trace the M shape with Wonder-Liner to turn on the air vents.
6. Member No. 14: Wonder-Toy	6. Standing with civilians inside a car. Hammer the hatch to get inside.
7. Figure No. 117: Virgin Victory	7. Kahkoo-regah on Normal.
8. Figure No. 53: Wonder-Sister	8. Kahkoo-regah on Hard.
9. Figure No. 105: Wonder-Goggles	9. Kahkoo-regah on 101% Hard.

Recruitable Heroes Listing

These charts list the 100 heroes you can find throughout the main story, with page references to direct you to where we mention them in the guide. It does not include special unlockable heroes, who we cover in the Achievements chapter.

Unite Hand Users

Hero Name
Wonder-Red
Wonder-Art
Wonder-Automobile
Wonder-Bath
Wonder-Beer
Wonder-Beetle
Wonder-Bonsai
Wonder-Clockwork
Wonder-Diva
Wonder-Judo
Wonder-Kungfu
Wonder-Locomotive
Wonder-Mailman
Wonder-Oracle
Wonder-Pâtissière
Wonder-Radio
Wonder-Rex
Wonder-Schoolgirl
Wonder-Socho
Wonder-Telephone
Wonder-Toilet
Wonder-Yeti

Unite Sword Users

Hero Name
Wonder-Blue
Wonder-Camera
Wonder-Cellphone
Wonder-Death
Wonder-Gamer
Wonder-Guitar
Wonder-Kabuki
Wonder-Magician
Wonder-Matador
Wonder-Painter
Wonder-Pirate
Wonder-Prince
Wonder-Professor
Wonder-Samurai
Wonder-Signal
Wonder-Tennis
Wonder-Treasure
Wonder-Voodoo

Unite Hammer Users

Hero Name
Wonder-Yellow
Wonder-Armor
Wonder-Fighter
Wonder-Fixit
Wonder-Money
Wonder-Rock
Wonder-Santa

Unite Gun Users

Hero Name
Wonder-Green
Wonder-Astronaut
Wonder-Cheerleader
Wonder-Chef
Wonder-Clean
Wonder-Diver
Wonder-Gambler
Wonder-Makeup
Wonder-Medicine
Wonder-Movie
Wonder-Music
Wonder-Nurse
Wonder-Pierrot
Wonder-Science
Wonder-Sister
Wonder-Sniper
Wonder-Witch
Wonder-Zombie

Unite Whip Users

Hero Name
Wonder-Pink
Wonder-Flower
Wonder-Goddess
Wonder-Jungle
Wonder-Motorbike
Wonder-Padlock
Wonder-PC
Wonder-Ribbon
Wonder-Sailor
Wonder-Shopping
Wonder-Tombstone
Wonder-Wonderland

Unite Claw Users

Hero Name
Wonder-White
Wonder-Antenna
Wonder-Dancer
Wonder-Fruit
Wonder-Ice Cream
Wonder-Lunch
Wonder-Measure
Wonder-Mop
Wonder-Plane
Wonder-Rabbit
Wonder-Vegetable
Wonder-Yang

Unite Bomb Users

Hero Name
Wonder-Black
Wonder-Babe
Wonder-Bulb
Wonder-Clown
Wonder-Dynamite
Wonder-Fireworks
Wonder-Ghost
Wonder-Pixie
Wonder-Prisoner
Wonder-Vender
Wonder-Toy

Wonderful Figures and Wonderful Files for Secret Characters

These Figures and Files are obtained when the corresponding Secret Characters are unlocked:

Figure No. 111: Poseman

Figure No. 112: Wonder-Director

Figure No. 113: Wonder-Rodin

Figure No. 114: Wonder-Jeanne

Figure No. 115: Wonder-Bayonetta

Wonderful File No. 26: Wonder-Bayonetta

Wonderful File No. 27: Wonder-Jeanne

Wonderful File No. 28: Wonder-Rodin

Wonderful File No. 29: Poseman

Wonderful File No. 30: Wonder-Director